

ADVENTURE PROBE

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EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

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Copies can be ordered monthly or in multiples up to 12 issues: sorry no discount for quantity. Prices per issue: UK £2.00, Europe & Eire £2.50, Rest of World (Surface) £2.50 (Airmail) £3.00. All payments in pounds sterling please. Cheques/Crossed Postal Orders or International Giro payable to **ADVENTURE PROBE**. Please do not send cash.

BACK ISSUES

All back issues are available, at the above prices. Volume 1 comprises 19 issues (June 1986 - Dec 1987), subsequent volumes are 12 issues Jan - Dec.

ADVERTISING RATES

Short, private advertisements in the In-Touch section are free to subscribers. Trade prices are: FULL PAGE £5.00, HALF PAGE £3.00 but one page per issue free (subject to available space) for regular subscribers i.e. 3 issues or more in advance.

DISTRIBUTION

Adventure Probe is distributed during the first week of the month (but will be a little erratic until I get back on schedule). Copy date for contributions and advertisements is 14th of the previous month.

CONTRIBUTIONS

All contributions are gratefully accepted. Please keep me well supplied with computer and adventure-related material. It doesn't matter how brief the entry is. It may be the very information someone has been waiting for. It will be very helpful if items for different sections are on separate pieces of paper. It doesn't have to be printed or typed but best handwriting will be appreciated, as I am not familiar with every detail. When you submit an entry for the IN-TOUCH section please mark which are adventures, utilities, arcades, etc.

POSTAL ADDRESS

Please send all correspondence, subscriptions, etc. to:-

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HALL OF FAME

Vince Barker, Dorothy Millard, Nell Shipman, Ron Rainbird, Mary Scott-Parker,
Ken Chambers, Steven Moxen, Larry Horsfield, John Schofield, Peter Hagua,
Harold Dixon, Ian Brown, Peter Clark, Gareth Pitchford, Laurence Creighton,
Nick Brand, E.F.Goring, Julian Gregory, Tony Melville, Steve Clay, Lynne Clay,
The Gruel, Jenny Perry, Mark Dulaghan, Jay Honosutomo, Walter Pooley,
Keith Burnard, Phil Reynolds, Bob Adams, Tim Kemp.

Many thanks to Martin Freemantle for the dramatic cover picture and Larry Horsfield for
the software. Special thanks to Geoff Lynas for all his help in printing this magazine.

EDITORIAL

Dear Readers,

I'm very sorry the April issue was distributed so late, but bank holidays interrupted my schedule, then I had only 2 days to pack all my hardware and software away before the workmen started rewiring the house (I told them I needed at least 2 weeks but it didn't seem to make any difference). It may sound funny, but I appreciated your very polite telephone enquiries because it confirms that many of you really look forward to Probe every month and miss it when it doesn't arrive on time.

The April issue arrived on day 2 of the upheaval, and I did my best to get as many as possible stapled and dispatched on the same day; the remainder were sent out the next day. My apologies if you also received an envelope full of plaster dust but I have never seen such a mess, and I'm not houseproud and hate housework.

To make up for the lateness of the April issue I have tried hard to ensure this magazine reaches you before the end of May. I used as much varied material as possible and hope you approve. (Something for everyone!). Although I have a backlog of articles (I can always use more) I don't seem to get much in the way of hints, so I hope the ones I publish are the right ones - I try to keep up with what is currently being played and likely to be on covertapes/coverdisks, and also bear in mind that old adventures are still being played by new adventurers - long may it continue so!

I don't know if it is a coincidence, but most of the requests for help seem to be for adventures which I know have featured on covertapes of glossy magazines. I hope this leads to players getting "hooked" on adventures so that they start to buy games direct from publishers.

I've already had a good response to my plea for special contributions for the birthday issue, but if you have something to do with 7 please send it in and I will do my best to publish it - I'm already beginning to plan the magazine.

Well, that's it for this month. I hope you all enjoy reading the magazine, and don't forget, any requests will be welcome as I would appreciate some guidance on how you would like the magazine to be.

Barbers

Hon. Member A.F.I.O.



REVIEWS

BORED OF THE RINGS

Written by Fergus McNeill

Reviewed by Lee Morrall on a C64



This game, a spoof of the Melbourne House adventure of a similar name, I found more enjoyable than the original. The game is in three "password accessed" parts, the initial part being the easiest, so as to settle the player into the world of Boggits and Ogres! There is plenty of text, which is well-written and amusing without being overdone.

You begin the game in a party tent, where an explosion ensues as your uncle Bimbo disappears in a puff of smoke! Any attempts that I made to communicate or interact with my fellow travellers was fruitless. Spam, Pimply, Murky and co. were obviously as dense as Bimbo! In the original game by M.H. interaction between yourself and the other character was enforced to a tiresome degree - but a happy medium would have been welcome. In this game observation doesn't seem to render much success, unlike another Fergus McNeill's games, the excellent "Big Sleaze". The "examine" command is virtually on its holidays - a shame really because there seems little to replace it.

In part one, the first two puzzles I encountered had obvious and logical solutions, and that's probably why they weren't the first things I tried. For example, in one part you're trapped inside an old willow tree. I first tried to unsuccessfully break out of the tree, but the answer is very simple - I mean what else COULD you do if you were stuck inside a tree?!

The game is an excellent satire, and includes similar situations to Lord of the Rings, while maintaining a fresh, often inventive approach. After a number of locations however, I realized that most of the text is simply to set the atmosphere or to amuse (which it does!). There is plenty of exploring to do, but I personally prefer a game with more locations that have things to do in them. I believe that more locations should have a purpose than those that don't, but here the opposite is the case. I found a few bugs (mostly concerning the scoring system which is easily fooled) but the only mistake that mattered to me was in Part two, where you find a "small doormat", only the parser does not understand "doormat" taking it to mean "door", and only "mat" is understood. This would cause problems for beginners, as even I tried to manipulate the mat without success until I realized in the secret room next door, there is an identical puzzle involving a rug, which I found a bit cushy even for the most inexperienced adventurers.

Bored of the Rings is still an enjoyable game despite my quibbles. Mapping is straightforward and there is something here for all levels of gamesters. There are some magic moments, and you'll be laughing out loud if you play this game - I certainly was.

Commodore version available from: The Guild Adventure Software, 760 Tyburn Road, Erdington, Birmingham, B24 9NX Price: £4.00 on tape or disc. Cheque/postal order payable to Glanda Collins

Spectrum version available from: Zanobi Software, 28 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX Price £2.49 on tape, £3.49 on +3 disc but save positions must be to tape!

CASE OF THE BEHEADED SMUGGLER

Written by Patrick Walsh

Reviewed by Grimwold on an Amstrad



This is the first adventure by Patrick Walsh, and if this is anything to go by, he's going to be a name to look for.

The game is closely based (I imagine) on the Sherlock Holmes book of the same name. I say imagine, as I am personally no great fan of Arthur Conan-Doyle, but that said, I enjoyed this game immensely and may indeed take an interest in his books following this.

You play Sherlock and are accompanied closely by Watson throughout the game, although he does nothing useful, except maybe wake you up if you unluckily partake of some opium in part two. The case is simply to find out who killed (and beheaded) Wathley, the smuggler. The story starts (after a long introduction which sets the scene nicely) promisingly enough, with Sherlock arriving at the home of Wathley to find the man himself in a pool of blood with his head placed carefully by his side. Nearby is a note which is signed by two crossed swords. Curiouser and curiouser, Wathley's nephew, who met you at the gates, rushes off shortly afterwards. A quick search of the house finds the maid and the cook locked in the kitchen. However, they know nothing.

Part one of this PAWed adventure takes place in and around Wathley's house, and the main aim is to gather evidence and information to use in part two. The house is easily explored and some very verbose messages steep you in atmosphere during play.

Part two takes place in London, where you use the information gathered previously to get around to different locations and to also learn more of the motives. This part was slightly less atmospheric than the first part, although there were some very long conversations with several characters which keeps the pace going along nicely.

I normally dislike "detective" adventures, but found this a very refreshing change. The problems are logical and are not very difficult at all, making this a game particularly suited to the beginner. It's not all that large despite being in two parts, I would think that the long messages take up an awful lot of memory.

All in all, I'd give this an overall score of eight. Although it's fairly easy, the most experienced player would find plenty to occupy them and it's worth getting just for the atmospheric text. Sherlock stays in character throughout, as does Watson. This is an excellent effort, especially when you realize it is the first game written by what is surely to be an excellent author.

Amstrad version available from: The Adventure Workshop, 86 Grasmere Road, Royton, Oldham, Lancs. OL2 6SR Price: £5 disc only. Cheque/postal order payable to P.M. Reynolds

Spectrum version available from: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX Price: £1.99 tape £3.49 +3 disc Cheque/postal order payable to Zenobi Software

The only other adventure by Patrick that I know of is LIMEHOUSE MYSTERY. I bought my Spectrum copy from Global Software, but don't know if anyone publishes it now. If you read this, Patrick, please write to let me know how you are and if you are still writing adventures. (Barbara)

DANCES WITH BUNNY RABBITS

Written by Simon Avery (A.F.I.O.)

Ravlawed by Ken Chambers on a C64

(also out now for the Amstrad, and soon on Spectrum)

When Barbara Gibb asked me if I would like to review this adventure, I jumped at the chance. I have already played and enjoyed the three other Simon Avery games converted to the C64.

You play the part of Texas Timmy, who has been moulded into the role of a cowboy by his father. The thing that upsets Timmy the most is that his father has taken his teddy bear off him. It would seem that the only way to get his teddy bear back is to make his father proud of him.

It is with his teddy in mind that he remembers the rumours spread around town that there are untold riches just lying around at the bottom of a mine somewhere in the Badlands. If Timmy could find these surely his father would be proud of him and he would get his teddy back.

You start the adventure in Timmy's bedroom and the first thing to do is to search the house for several necessary items, not forgetting some clothes. These are important as Timmy is a shy and timid little thing and he gets embarrassed easily.

Once you are out of the house you will need to find a horse and saddle it to be able to get to the Badlands, but saddling the horse involves solving quite a few puzzles. Do not ignore any objects because if it is not used in the first part of the game you can be assured it will be used once you get to the Badlands. I also found that making a note of somethings I tried earlier in the game, gave the required answer to puzzles later in the game.

Most of the puzzles are logical and the adventure cannot be described as hard, just tricky like Simon's other games. I must admit I got stuck at one point (thanks for the help, Simon), trying to get past a manic depressive in a mine shaft. Those adventurers who dislike mapping will be pleased to know this game is easy to map due to its size (only 22 locations), but there are still plenty of puzzles to solve.

As always Simon's sense of humour shines through, so watch out for a kid throwing bars of chocolate all over the place and the unusual "make the playtester work" location even though I did not understand the author's note (can somebody explain?). Included in the game is a useful INFO command which gives a list of some of the commands used in the game, but not all of them. Some of the commands are shortened for quicker typing, LOUN for LOOK UNDER something, LOIN for LOOK IN and LOBE for LOOK BEHIND something. Examine, Look, Drop and Get are also shortened.

"Dances with Bunny Rabbits" is not difficult and would suit most adventurers. Personally I look forward to more of Simon's adventures appearing on the C64.

Commodore version available from: The Guild Adventure Software, 760 Tyburn Road, Erdington, Birmingham, B24 8NX Price: £2.00 on tape or disc. Cheque/postal order payable to Glenda Collins

Amstrad version available from: WoW Software, 78 Radipole Lane, Weymouth, Dorset, DT4 8RS Price: £2.00 on tape, £4.00 on disc Cheque/postal order payable to J.G.Pancott

Spectrum version out soon from The Guild.



CELTIC CARNAGE

Written by The Traveller in Black

Reviewed by Gareth Pitchford on a Spectrum



His life force faded... his vision dimmed and Phoenix was reborn again. This time Phoenix had been sent to the land of Erin, the home of a great race of warriors known as the Celts.

Once again the need is great... the Celts are on the verge of defeat. Medb, the queen of Connacht has crossed the border on a raid that, though initially to steal only the prized bull, will slaughter the Celts and conquer Ulster. The Celts are in no shape to stop her for they have been laid low by the terrible sickness known as Cass Noinden Ulad and are further hindered by the fact that Medb has called upon the forces of the Primal Darkness to help... a whole legion of demons are at her command.

Phoenix started the adventure on Cromm's Crest before the fortress known as Emain Macha, inside were some of the Celts and King Conchobar Mac Nessa. It was there that Phoenix learned of his quest... he must seek out Cathbad the High Druid, the only person who can cure the disease, and also the man known as Cuchulainn, the hero of Ulster who has disappeared in mysterious circumstances.

So Phoenix started out on his task. He was not without help. Most people would give him some information when he TALKED to them. The majority of them told him to seek out someone... yet when he found that someone they told him to go and see someone else. One such person he needed to find was Suelaim, the foster father of Cuchulainn. He wasn't very far away... or at least his head wasn't. It occupied an upturned shield on a table in the kitchens of the fort and miraculously still lived. He said that Phoenix's best bet was to find Loeg, one of Cuchulainn's closest friends.

Phoenix had plenty of other people to seek out first. The High Druid refused to help cure the sickness until he found out what fate had befallen his foster son. Phoenix found a child about the right age impaled on an idol of Clochar, and the demon Cormand Cestach that commanded the statue refused to let the body free.

Phoenix came across the sacred bull quite early but gave its keeper a nasty shock. Beyond the bull there were several dangers but all of these were overcome with a bit of crafty combat using objects found nearby and also found early on after a lot of SEARCHing and EXAMining.

Elsewhere Phoenix encountered an aged hag who was not all she appeared to be and who helped him contact Loeg, once he had satisfied her riddle. Loeg was anxious to join his friend but he proved invaluable in helping Phoenix get from place to place. Demons seemed to be everywhere but Phoenix was normally given adequate warning of them.

Not all of the demons were so obvious and Phoenix encountered some in human form. He journeyed far and wide to the very depths of the Otherworld to contact the gods. He learned about the Celtic culture and their legends and needed to carefully remember all he was told for it was of great use later on.

After rescuing Culchulainn and defeating the evil Gore, both Loeg and Phoenix joined the hero of Ulster in the final battle. It took skill, bravery and a few objects picked up on the way but eventually the forces of Chronos triumphed. However the evil Primal Darkness would undoubtedly return and again Phoenix would be reborn. He hoped so... he had enjoyed this adventure.

"Celtic Carnegie" is another excellent game by The Traveller. The myths and culture of the Celts has been cleverly crafted into a brilliant adventure that I thoroughly enjoyed battling through right to the end. It was perhaps, a little easier than the previous three Phoenix games but there was definitely a lot to do and I had an enthralling time playing through the game.

Negative points? Well, the screen layout was a bit untidy sometimes with extra blank lines between the location description and the scroll-bar, and the parser sometimes was a little unfriendly and failed to accept what I thought were perfectly valid synonyms. Plus there was a bug in the scoring system that concerned the water and Cuchulainn. All of this can easily be ignored and the game is probably the best of the series so far. Buy it now and prepare yourself for a, not too unexpected, surprise at the end of the game.

Spectrum version available from: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX Price £2.49 on tape, £3.49 on +3 disc.

PERSONAL COMPUTER WHIRLED

Written by Gareth Pitchford

Reviewed by Barbara Bassingthwaite

It's Friday 13th, the day of yet another Microfair.

You are taking your brilliant new game to The D.T.H.S. (simple enough I hear you say). Well, yes it would have been except for The GRUE having one of his funny turns (or maybe it's normal by his standards). He hits you in the stomach and nicks your tape, then legs it into the exhibition hall shouting "Come and get it.". You try and follow but you have no ticket!

So, that is your first task - to find a ticket. Garth will help you if you give him a leaflet for the Jean Michel Jarre Concert. As well as a ticket he gives you a photograph of himself (well someone might like it, after all, beauty is in the eye of the beholder, so they say).

Once inside you meet a few old friends who need your help, and in return they give you something to help you on your way. Mangy for instance has a problem with the photocopier - you help her and she gives you a Black Knight doll. In the "sudden death room" Smok is not impressed with the tramp's smelly sock (well who would be?) and the hot Orc's breath drink which cures the dragons cold is a medical miracle. Maybe the medical profession would be interested in the discovery!

You also have to play an adventure within an adventure (nice one Gareth). You need to complete it to get enough money to pay the GRUE to get your tape back. I found P.C.W. an enjoyable and amusing game. I think I will have to buy his Microfair Madness.

Spectrum version available from: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX Price: £2.49 tape £3.49 +3 disc.



THE MILLION DOLLAR GREAT JEWEL HEIST

Written by Dorothy Millard

Reviewed by Barbara Gibb on a C64 & Spectrum

You awake with a headache and blurred memory of events leading up to your present predicament. After easily freeing yourself from the chair and exploring the first few locations your memory slowly returns, piecing together your abduction by masked thieves then taken to a big mansion.

This adventure is really a good old-fashioned treasure hunt. Although just finding the money and escaping from the house and grounds would satisfy most players, the real adventure is in finding the ten "treasures" scattered around the house and garden, presumably hidden by the thieves. I must admit this scenario didn't seem at all implausible to me until I was chatting to someone about the game (praising it, of course), and they said it didn't seem likely a gang of desperate robbers would go to so much trouble to hide valuable items around the place and then scupper leaving you tied to a chair using very flimsy string. Fair comment, and I had to agree, but said I had accepted it as a simple treasure hunt not giving the occasional "memory returning" messages too much attention as I concentrated on getting into the secret passages (and getting out again), opening a locked shed, outwitting the dog, opening the safe and puzzling over the clock, to name but a few of the wide variety of problems in the adventures.

This is an ideal adventure for players who have a little experience and are ready for a real challenge. Escaping from the first location involves a fair bit of examining of objects; once you have the freedom to explore around the mansion and garden you may, like me, feel you are playing a well-designed game, for you can't take any short cuts. The garden shed (as a garden shed should) contains many useful items, but of course it is locked. There is a key on the bottom of the nearby swimming pool, but I don't have anything to fish it out with, and the guard dog is doing a good job! A few puzzles solved, and I was making better progress.

No self-respecting mansion would be without a secret passage and secret room. These gave me more trouble than the rest of the game, and I thoroughly enjoyed puzzling it out. Dorothy writes all her adventures for the Commodore using the Quill, and this is the first game to be converted to the Spectrum. It may also be the last unless sales are good. It takes a lot of time and effort to convert from one format to another even when similar utility is used, and it would be a shame if players didn't give their support. It will also be their loss because there are more excellent adventures by Dorothy which so far only Commodore owners have had the chance to play. I bought my computer with this in mind and never regretted it.

This is the sort of adventure that can get players hooked - lots of locations, some fairly simple puzzles to begin with then the more moderate and difficult ones to follow. Getting to the finish should give you lots of entertainment. Just try it and see.

Spectrum and Commodore versions available from:

The Guild Adventure Software, 760 Tyburn Road,
Erdington, Birmingham, B24 9NX Price: £3.00 on tape
or disc for the Commodore, £2.00 on tape only for
the Spectrum.

Cheque/postal order payable to Glenda Collins.



K.G.B.

Published by Virgin

Reviewed by Nick Brand on an Amiga 500



This game is the latest from Virgin, from the same team who produced Dune and Kult, but has to be the best yet from this stable. It is based during the period just before the coup d'état when Gorbachev was held prisoner and Boris Yeltsin faced down the old guard. It has a strong feeling to it and I find it very atmospheric.

The game is played with the mouse, point and click being the order of the day, but many options are offered, particularly once in conversation. Use of what is termed the "smart pointer" facilitates this, as it suggests what to do with certain items. The game interface contains a "replay" option allowing you to go back over previous dialogue to remind you of things you might have forgotten about - strange, but useful. The options menu can also pop you back to just before you made a serious mistake - this does happen, and quite often at first until you get the hang of things a bit.

You play the part of Makaim, drafted in from the G.R.U. (Red Army Intelligence) to help the K.G.B. root out corruption within its own ranks. At first, talking to your comrades and superiors in the Department P offices, they seem to be gross caricatures of Russians as depicted in Hollywood's worst offerings on the subject. But once out in the street and the investigation underway, a wealth of diverse characters are available, many of whom are only too happy to offer opinions far divergent from the official Party line.

Talking to characters often brings them into close focus, and the expressions on their faces are well dealt with graphically speaking. The conversations can become quite intense, not to mention rude at times. Use of the backtracking facility can be interesting during questioning, as you can play the friendly cop, see where this leads to, and then run back to the start of the questioning and play the hard man, and compare differences in the answers! You have to report back with the progress you have made at various times, and the plot begins to thicken....

This is definitely an adult game, (although more like interactive fiction than just a game), and should not be played by anyone without a fairly broad mind or sense of humour. Dealing as it does with a society which is in turmoil, several of the characters are a bit rough and ready. Not even jokes about tractors can make subjects like teenage prostitution and labour camps amusing, though the game appears to have been written with a good deal of sympathy for the common Muscovite and the daily problems which they face. It will obviously not appeal to everyone, but if you like the sort of games in which actions you perform affect how others interact with you, then I expect that you will enjoy it.

Amiga and PC versions available from Special Reserve.



A HANDFUL OF HAMSTERS

(compilation of 7 (seven) adventures)

Written by Scott Denyer

Reviewed by Staven Moxen on a Spectrum +3



STAR FLAWS - A funny sand-up of Star Wars in which you, Nuke Skyporker, and companions, start off in your spacecraft inside the space station Deaf Star. After finding some objects aboard your spaceship your first major puzzle is to get past the Empire's guards, than find your way to the princess and rescue her, braak the computer and get back to your ship.

A very playable game, not too hard.

SNOW JOKE - A most enjoyable one-location game where you are trapped in your car in the snow.

A nice easy game for beginners and novices.

DESMOND & GERTRUDE - Desmond is a poor paasant, Gertrude a princess and they are in love. Gertrude's father, King Norbert, is not happy about their relationship, so he keeps his daughter in her bedroom. Your task is to help both lovers meet in the secret cave. When playing as Desmond I found the locations a bit too open - a lot of locations with not many objects, but as Gertrude your progress is more methodical.

Not my favourite on this compilation.

LARRY THE LEMMING'S URGE FOR EXTINCTION - Your task, as Larry, is to kill yourself but first you have to get rid of the rubber ring and parachute your mother has equipped you with. A clever game with not too many locations and fairly straightforward. I really enjoyed this one. (*It is my favourite... Barbara*)

AUNT VELMA - Your favourite aunt is coming to tea. You bought a small present for her but the trouble is you can't remember where you hid it. This is not a very original idea for an adventure.

BRIAN THE DISHNEST POLITICIAN - Brian decided to run against Garath Pitchfork in the forthcoming elections as there was something fishy about his opponent. Brian has to get the people of Lower Ruddleton to vote for him. A clever idea for an adventure and it's nice to see how you are doing by the number of voters who say they will vote for you.

RAYMOND PRINGLE AND THE QUEST FOR THE JAR OF PICKLED CABBAGE - A rather silly and enjoyable adventure.

This is a nice easy game.

Overall, well worth the money for this collection of adventures which will give all few chuckles and smiles.

Spectrum version available from: Zanobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. DL12 7NX Price: £3.89 on +3 disc only

Amstrad version of STAR FLAWS plus free copy of Raymond Pringle is available from: The Adventure Workshop, 86 Grasmere Road, Royton, Oldham, Lancs. OL2 6SR Price: £4.00 on disc.

OKLIB'S REVENGE

Written by Sue Medley

Reviewed by Julian Gregory on a PC

(also available for the Amiga and Atari)



In Oklib's Revenge you play the part of a soldier who has been "volunteered" to seek out the staff of the King. I did like the way the volunteer was selected; it made quite a change to read a novel way of starting an adventure. I appreciate that it must be difficult to find new approaches, but this one certainly made me smile.

In order to obtain the staff you will need to collect such items as a ring, a shield, a suit of armour and a horn.

Some of the objects lying around are useless, but you will need to find out which by experimenting. The game plays extremely well and the locations are well described. A good example of this is the dragon's lair. I spent a long time trying to get past him.

It would appear that the adventure can be finished without visiting all the rooms. I ended with 87% and have seen about 108 of the 121 locations.

I have to say that I did enjoy this adventure. It is not particularly difficult. I only had a few problems with it, some of which I would like to think I would have solved given enough time, but as I refuse to review anything which I have not completed I did ring Sue a number of times for assistance (thanks Sue).

The only reservations I had were not with the game but with AGT. There are many locations where you try to examine an object described in the text only to be told "what "object". There is no "object" here". This means that that object does have significance, but not in that location. This is not the fault of the adventure, but does rather irritate. I have heard that someone is considering converting Oklib using TADS, so a comparison should be interesting.

Now where is that missing 3% (*details on their way to you - Barbara*)

Atari ST, Amiga and PC versions available from: Sue Medley, 8 Warwick Road, Sidcup, Kent DA14 6LJ

Price: £5.00 Cheque/postal order payable to S. Medley.

PC version available on 3.5" and 5.25" disks so please state which you require. The 5.25" version is archived for use on a hard disk.



PERSONAL NIGHTMARE

Published by Horrorsoft (various computers)

Reviewed by Mandy Rodrigues on an Amiga



Having been raised, the son of the Vicar, in Tynhem Cross, nestled in the hills of Woldshire, you went away for many years to pursue a promising career. However a desperate plea for help from your mother, who tells you that some form of ancient evil and demon worship has taken hold of the village and that your father has become involved, spurs you into action. Your mother is begging you to come home and so you start making preparations for the visit immediately. On the morning that you are due to set off for home you receive yet another strange letter, this time from your father. Your suspicions are aroused when you read that he has made arrangements for you to stay at the local inn as the vicarage is being redecorated. He also states that your mother's sister has been taken ill suddenly and that your mother has gone to visit her in Campbelthorpe. Something is definitely up! Somehow you have to set about defeating the power of the devil that has taken over the lives of some of the residents of the village. Identify which ones they are and gather evidence for the police about their horrific crimes. Whilst doing this you will have to contend with one or two little pets belonging to the devil and, in case you get bored, there are one or two people who need rescuing before they are used to make up the numbers at some rather unpleasant rituals. The adventure proper starts as you arrive at the inn - The Dog and Duck and are handed the key to the front door and told where your room is. The package comes complete with a map of the village - although to save confusion I would suggest that you start making one of your own - and a brief resume of all the characters that you are likely to meet.

This adventure takes place in (sort of) real time and you should plan the sequence of your actions accordingly. For example, you cannot get into the kitchen of the pub whilst the bar is open - Mrs. Jones doesn't like it (understandable), but you can pry into their bedroom whilst they are otherwise occupied in the bar. The kitchen visit has to take place after closing time - but not too late as after midnight some rather nasty creatures are lurking all over the place! You can only get inside Ivy Cottage during the time that the owner is away - if you are still there when she arrives back you are arrested. Likewise, if you absentmindedly leave "stolen" property in your room at the inn it will be found and you'll be arrested. But in this adventure crime does pay. In fact, as you mingle with the residents and discover the real-time life of the village you will soon realize that the only way to discover anything of importance or use is to filch it! Of course a properly equipped burglar or sneak thief will do much better if they are wearing gloves so as not to leave fingerprints lying about. When you steal or discover a key make sure that you lock doors after you and get rid of the key so nobody knows that you have been there.

As with all real-time adventures the action is taking place all over the village whether you are there to see it or not. This is why you will find yourself re-starting the game a few times and making continual saves as you progress as you are constantly discovering that you have missed something or an important event. For example, if you are inside the inn you will hear the squeal of brakes and the sound of an accident outside. If you note the time that it happened and make sure you are hanging around outside ready to witness it you will discover some items that are vital to solving the game. Timing at this point is crucial. You have to get those items before others come along and get back inside the inn to filch another item at the moment that someone leaves for a short time to see what happened outside.

If you try searching someone's coat while they are watching you, you are obviously in for trouble. Also you have to make sure that you are alone when you crack open and rifle the contents of the odd safe too. I had a delightful time trying to decide (and plan my moves well in advance) where I would have to be and in what order and at what time, in order to make any initial progress at all. Don't make the mistake of going up to bed to sleep either as a lot of the action takes place during the night - and it is also the best time to snoop around some of the locations you find. It is also at night that all the baddies pounce on you so you have to find quite a few objects to protect yourself too or you will meet an untimely end.

The realistic sound effects and graphics are very good and the animated sequences are fun to watch. People come and go constantly as they go about their daily lives and it is sometimes difficult to know who to keep an eye on next. Be prepared for some nasty moments - after all it IS a horror. My first fright happened during the LOADING SEQUENCES! When the devil jumped right up to occupy the whole screen with a mighty roar I nearly fell backwards off my chair! You can have lots of fun with the characters also, especially if you tell about or show something to someone who you shouldn't. The policeman can be extremely amusing. The poor soul seems to be quite dumb. I walked up to him carrying a sack of stolen objects and handed him some papers that I filched from a safe I had broken into and he seemed quite pleased with me. Still, you cannot expect perfection can you. There is a lot of logic within the game though. If you do something really stupid like hiding the stolen objects in your room you will, of course, get arrested and prowling around someone's house or walking into someone's bedroom during the night is just asking for trouble.

The adventure can be played by selecting and clicking on icons down the side of the screen or by typing in text only inputs at the bottom of the screen - sometimes a preferred option when you cannot think of the correct input. Clicking the mouse pointer around the locations you see on screen also brings up a description of what you are looking at which is quite useful. One thing I really loved - and came in very useful when time was of the essence - is the ability to click on ROOM and a picture of all items lying around comes up. You then click on them and drag them into the box marked INVENTORY and you have them safely stashed away. Within your inventory you can have containers within containers too which can all be sorted nicely via the mouse instead of typing in "Put key in briefcase and then put the briefcase into the sack". Just click on the picture of the briefcase and drag it over the picture of the sack.

Get this adventure and give yourself a treat. I guarantee you'll soon be wondering why poor Blandford was the victim of a hit and run - who kidnapped and murdered the postmistress' young daughter - why is that horrible kid watching from the window as the accident takes place? Why is the body of the tramp in the Manor - which Pete is having an affair with Peggy - and why is the evidence hidden behind a drawer in Mrs. Jonas room - why is the body hidden in the wall - and, most important of all, why is someone trying to run you down with the car on the road and who the heck are they?

Go on, get it and find out the answers to these and other mysteries!



HELP INC.

Written by Jason Davis

Reviewed by Jay Honosutomo on an Amstrad CPC



So, you're an agent at "Help Inc.", eh? What did you do in life to deserve that? Sure, "Help Inc." may be the largest and most successful helpline in the galaxy, with over 1 million employees scaling the depths of the universe to seek trouble, help out, and maybe even have some fun along the way, but isn't the job a little dangerous? A: Yes.

Your task in Jason Davis' latest is simply to help. Well, maybe not that simply I suppose (is anything in adventuras?). You see, after failing your last assignment (and all of your others, for that matter!), the Boss at H.Q. has decided to give you one final chance. If you screw this up, you're a goner pal

You start the new task in some gladed woodlands, with some peaceful surroundings. There are a few objects lying around, but you'll have to uncover most of them by solving some puzzles. These are fairly straightforward and require a little logic and imaginative thought. As with his previous games, Jason's slapstick, corny humour is present all through the game.

My biggest grumble with "Help Inc" is the length of the game. It is certainly the shortest game Jason has made, for sure. Although, while talking to the author himself, Jason feels that this is due to the amount of descriptive text in there. In his own words, he did "ramble on a bit" while writing the locations and messages for "Help Inc.", and so the memory disappeared a little faster.

On a different subject, correct me if I'm wrong Jason, but judging by the ending of the game, I think we can all look forward to a sequel to "Help Inc.". If this is so, then I can't help thinking that maybe Jason would have been better off to have made the two tie-in as a two-parter. This would have made the game seem so much larger. Just a thought.

Anyway, it is quite an enjoyable game, certainly if you're a Jason Davis fan.

To conclude, if you're after a "snack" of an adventure(!), why not help yourself to "Help Inc."?

Amstrad version available from: WoW Software, 78 Radipole Lane, Weymouth,

Dorset, DT4 9RS

Price: £2.00 on tape, £4.00 on disc. Cheque/postal order payable to J.G.Pancott



ERIC THE UNREADY

Published by Legend

Reviewed by The Gruel on a PC



Eric rode out from the castle of King Fudd the Bewildered to do battle with the knight of the Black Pauldron, but upon meeting his opponent he forgets the words to start the contest. While Eric consults his "How to Joust" book, his visor slams shut and he drops the book, his lance becomes stuck in an apple tree and as he struggles to free his lance the apples fall from the tree, thus unseating the Black Knight Thus a new hero is born?

Back at the knights union the shop steward reviews your haady caraer, so far, apart from defeating the Black Knight, you've managed to burn down Duke Thaobald's faasting hall, impaled a jousting instructor and burnt down Ulric's house of torches. By now you should have realized that Eric is a sort of Inspector Clousaaau of medieval times. Because of your superb (ahem!) record, you are given the quast of visiting a local farmer to kiss his pig! The pig is really his daughter who has been put under a spell by a passing witch. While making the long trek back to your village after kissing the pig, the carriage of Princess Loralie, daughter of King Fudd, stops to offer you a lift. It's clear that she likes you much more than the other knights of the Rhombold Table but soon after your arrival at the village you discover Loralie the Worthy has been kidnapped and would you believe it? ... Eric the Unready is assigned the quest of rescuing her.

You must travel across the land collecting the magical items that will allow you to pass the Black Gate, the Crowbar of the Apocalypse, the Boltcutters of Doom, the Pitchfork of Damocles, the Raw Steak of Eternity and the Crescent Wrench of Armageddon. The plot is really nothing special and the puzzles throughout the game are very easy but the entertainment level is tremendous as Bob Bates lets loose with his humour and takes every opportunity to lampoon as many things as possible. Some of the characters in the game may seem similar to ones in other games; characters such as Fran the used rock salesman who bears an uncanny resemblance to Stan in Monkey Island, and Basket Bobbin reminds you of a certain character from Loom. You can interact with the various characters but you only have the same options each time, unlike the proper interaction provided in Lucasfilms games, but the options are still very amusing.

The game is broken into various sections and in each you will find one of the five magical items. The Pitchfork is found in an area which is basically a spoof of Zork 1, and for a second it's a bit like being in a time warp as once again you find yourself standing outside a white house. The Crescent Wrench is to be found in an area that spoofs Monty Python and the Holy Grail among other things.

It was whilst trying to obtain the Raw Steak I had the most fun, apart from coming across a puzzle straight out of Hitchhiker's Guide (trying to get the babel fish) It's here you meet Lily the songstrass. Now the unusual thing about Lily is that she can't pronounce her R's, this provided Bob Bates with ample opportunity to program amusing input and responses. If you look at your inventory whilst in the dwessing woom, you will see that everything that had an R in it is now spelt with a W. Even items in the dwasssing woom are spelt in this manner, for instance the mirror is now a miwwwow. If you try and kiss Lily, she says that unless you bring her the Boa from the top of the maypole the amount of nookie you will see is zewo. Fortunately obtaining the Boa is not too difficult, but once you have given the Boa to her she requests that you bring her the head of the Wavanous Waven of Wangon!

By now I was having so much fun I couldn't wait to get on with the game but at the same time didn't want it to finish. As I mentioned earlier the game is very easy and most people will finish it in a few evenings and given the rrp of about £35 you might think it a rip off, but you can get it for around £25 from Special Reserve. But how do you judge the value of a game? On its difficulty, on its sound or graphics, or on your overall enjoyment level?

For me it's the latter and I haven't enjoyed a game as much as Eric for a long time. Legend have even tried to incorporate graphical type puzzles within this game, similar to ones last seen in Zork Zero, and they work well in this text/graphic format. The sound effects are really well done and are quite an improvement on previous Legend games, the SVGA graphics are also very nice, in fact the whole presentation is of a high standard.

This is undoubtedly a game you will look back on and say, I really enjoyed that ... remember the Star Trek bit when you land on Phantasy Island and Daddo shouts "Look Boss! The RAFT!" and going to the pirate academy on Treasure Island, not to mention painting your cheeks blue (NOT THOSE CHEEKS), wearing a silly costume whilst standing on an egg then eating a slimewig and squawking!

Yes, this is a very silly game at times, certainly easy but tremendous fun, but perhaps the best news is that this is only part one of the saga of Eric the Unready. I for one can hardly wait for the next instalment of the saga!



WHAT NOW?

A Spectrum Tapezine - Issue 1

Edited by Alec Carswell

Reviewed by Barbara Gibb

Alec sent me a copy of What Now? Issue One together with a nice letter pleading with me to mention it in Adventure Probe. Needless to say, I replied, by return of post, and assured him I would be delighted to publish a review. It is my policy to support anyone, be they player, writer, editor or publisher, who has the interest of adventuring at heart.

I must admit my first reaction when I saw the title was one of apprehension. No doubt a few Probe readers will also remember the now defunct What Now? magazine run by Bernard Dinneen and Peter Hacker of H & D; and more bad memories flooded back when I saw it was written using PAW, an excellent idea pioneered by Magic Missile. Firmly pushing these thoughts to the back of my mind, I decided to write a more detailed review than first planned.

After the loading screen has blown itself to bits, the editorial appears on the screen. This states that the main aim of the tapezine is to help "lost adventurers", a worthy cause for which I and others try to do our bit. Alec also appeals for contributions in the form of questions which he can publish in the fanzine. Sounds familiar! In common with other editors (well, me at least), he needs contributions, so why not give it a try? - address at the end of the review.

Alec is also an avid Super Nintendo RPG games player and can offer help in that area in addition to Spectrum text adventures. Giving the reader a choice of FIVE character sets is considerate but memory consuming. I tried them all and found the default FONT1 was the only one worth bothering with.

The contents page is a menu numbered 1 to 14 so that you have easy access to whichever section you wish to read. I'll take them in numerical order.

1. Readers Hints 'N' Tips - alaen tips sent in by Paul Lewis. Nothing here that isn't available from other sources, but that doesn't really matter. I did recognize one hint that I supplied to Paul some time ago when he sent me a long list of questions, some of which I answered from personal knowledge, the others I didn't because the answers would have come from information supplied by Probe readers and it was obvious that Paul had no intention of buying even one issue of Probe.
2. A submenu of two names, Andy Davis and Paul Lewis. You have to type their first name to see their questions and answers. Andy is stuck in Blood of Bogmole - a recent freebie on the covertape of Y.S. (I hope Jon was well paid!). Alec gave a detailed answer. Typing PAUL brought up five answers.
3. Letters - to the editor, always interesting to read.
4. A promise that any questions that can't be answered by Alec will be inserted in What Now?'s sister magazine, What Next? As compensation(?) extra hints and tips (to questions not asked) will be provided for that particular adventure. It seems Diane Rice is stuck in Pt.2 of Golden Sword (of Bhakhar) and Alec is working hard to provide the answer.
5. Star Tips - Blood of Bogmole gets the treatment in this issue.
6. Details of what is planned for the next issue, i.e. a free game or two, tons of questions and answers, details of Dr. Dark's PD service, and more tips and secrets.
7. Back Issues - but as this is the first "proper" issue (explanation later) Alec mentions that issues 1 and 2 of Adventure-Link are still available. I quote "A-L is a discontinued tapezine which might be reincarnating itself sometime in the not too distant future." "No comment" might be the best policy for me.
8. Subscriptions - self explanatory, and details given at the end of this review.
9. What Now?'s equivalent to Probe's Hall of Fame.
10. Index of adventure tips given in this issue.
11. Advertisement - submenu numbered 1-4 giving "adverts," "software companies" (quite comprehensive), "fanzines/tapezines" (many thanks for the unsolicited mention, Alec, but a simple check with the appropriate editor would have quickly answered one of your queries), typing 4 returns you to the main menu.
12. Doctor Dark's Dark Secret - he promises to let you know of bugs in games, tips for the hardest (unnamed) adventures. He also gives a general cheat for most of Compass Software's adventuras saying "It may be the first time this cheat has been published!" (Actually it has been known on the "grapevine" for quite some time).
13. Duds and Ends - a few more questions, from Paul Lewis. I've written to Alec with some answers, and enclosed a list of games available direct from a certain software house.
14. Doctor Dark again, more tips for 18 different adventuras.

That concludes the main contents of Issue One.

Also on the tape is what is now termed ISSUE ZERO which was the "trial run" of What Now? to sound out the market. This contains 11 subsections much on the lines of issue One.

Once you reach the contents page you have a choice of 5 fonts - FDNT1 is still the best!

Of particular interest was an article by Jon Rose entitled "And Then There Was None....." about the decline in "off the shelf" adventures and the rise of the "Indies". This issue finished with a list of 39 games for which the editor would like tips, solutions, etc. also an advertisement for Venturesoft.

The tape also contains a P.D. adventure called "Escape from Malchor".

The screen hurt my eyes until I turned the colour control on my TV all the way off. Most of the 35 locations and 40 or so messages are very wordy, seven of the dozen objects are visible, and the "examine" input more often than not gives "I can't". I suspect a lot of the detail is irrelevant but admit I didn't try too hard to complete the game. It seems to be written by Mike (no surname - just an MBX number).

I've gone into greater detail than I originally intended because I realize it is as difficult to describe a tapezine as it is to describe a printed fanzine. The general presentation is good - colourful but not O.T.T.

The menu system works well but a tapezine, fanzine, and even a glossy magazine is only as good as its contents, and it may take a few more issues before Alec builds up sufficient support to make it all seem worth while.

Printed fanzines are still around but those on tape seem to have died out completely, until What Now? started. It has obvious drawbacks - you can only read its contents via your computer (unless you print it out via PAW!), so can't consult the tips as readily as a printed reference magazine.

What may put off some subscribers could be the frequency of the tapezine. In his letter Alec says, "It isn't a bi-monthly, or a monthly tapezine, it just comes out as soon as there is enough material (i.e. questions) to fill an issue up. The next issue will be out sometime in May."

Anyway, good luck, Alec. The aim and enthusiasm is there, now he needs contributions and subscriptions.

Send Questions and Subscriptions to: What Now?, 16 Montgomery Avenue, Belth, Ayrshire, Scotland, KA15 1EL.

Price: £1.50 per issue (add £1 if overseas) incl. postage and packing.

Cheque/postal order payable to Alec Carswell.



WANTED

Dedicated adventurer to take over the Amstrad Adventure PD

Due to Debby Howard getting a job she wishes to pass the PD Library on to someone else to run. Anyone who is interested should get in touch with Debby - address/telephone number below.

She will be continuing the solution/map service for the Amstrad so anyone interested please write enclosing an SAE for a full list.

Debby Howard, 10 Overton Road, Abbey Wood, London, SE2 9SD Tel. 081 310-8877

LETTERS



From Larry Horsfield, of Charlton, London

Late last year I purchased something that I always said I would never get - a 16-bit computer! Well I mean, who could turn down an Amiga A500 for £507? It came along at just the right time, as the disc drive on my Amstrad CPC6128 was failing and a replacement I could use as a word processor was urgently needed. The Amiga is a great computer, but how does it compare with my trusty old Spectrum and the CPC6128.

I thought that the Amiga would load programs almost instantly. Not so. Loading Protext and getting started on anything takes FAR longer than the 6128 and some of the arcade games I've got for my children take for ever to load. Also, why does everything on the Amiga have to be so damn COMPLICATED? If you want something to load automatically from disc on a Spectrum +3, you just write a one line program, e.g. `10 LOAD "PAW"` and save it to disc using the filename "DISK". How do you do a similar thing on the Amiga is a bit "s"?, but nowhere in the manual I have does it explain how to do this. Maybe I'm trying to run before I can walk, but it all seems so over-complicated. Even Protext is far more complex than the CPC version, with pull-down menus all over the place. It took me for ever just to load in a printer driver, and even then the one that was supposed to be specifically for my printer (Panasonic KX-P1081) didn't work properly and I ended up using the one for the Epsom FX85.

The only game I play with any enthusiasm on the Amiga is the old space combat & trading game "ELITE". It doesn't take for ever to load and the graphics and sound FX are better than any other version I've played - I can't wait for "ELITE II"!!

With the demise of "Sinclair User", it is inevitable that "Your Sinclair" won't be far behind. So perhaps the harbingers of doom who have been saying that the Spectrum is dead were right after all. So, what future is there for Spectrum adventure authors such as myself? Talking to knowledgeable 16-bit adventurars, I am told there is no market for text adventures for the Amiga or other 16-bit computers. So why do they write them then? I will readily admit that I do not write Spectrum adventurars merely for the love of it. The small income I get from FSF Adventurars helps to supplement my meagre salary from my full-time job, even though sales are falling gradually. If I took the time to learn a different adventure-writing system such as AGT, Hatreck or TADS and started writing text adventurars for the Amiga, would sales of these games justify the time spent on them, I think not.

I intend to continue writing Spectrum adventures and ask ALL the Spectrum owners who read Probe to PLEASE support all the Spectrum "home-grown" adventure writers who are still the ONLY people producing the adventures you play. This especially applies to those of you who play our adventurars, but never actually buy them from us, choosing to buy secondhand copies, or "share" games bought by friends. The adventures only cost a couple of quid on average, for heavens sake, so why are you so reluctant to buy direct? You can't all be herd-up so why not keep Spectrum adventuring going for as long as possible and SUPPORT HOME-GROWN ADVENTURES!! If you don't then YOU will be the ones to suffer. (Hear! Hear! —Ed)

Lastly, a message for the anonymous person who wrote to the Inland Revenue to inform them of my activities as a "computer games salesman". O.K. I can understand that you are sick enough to want to "shop" me for not paying tax on my income (such as it is) from selling adventures, but to insinuate that the organizers of the "Adventure Probe" and "Adventurers" Conventions were pocketing any profit made from sales of tickets is utterly despicable. We have NEVER taken any payment from any profit from ticket sales and any such profit has always been used towards the deposit on the room we use for the convention. By the way, it was very clever, using the Royal Angus Thistle Hotel notepaper on which to write your letter, but it didn't fool us!

From Laurence Creighton, of Cape Town, South Africa

I have to give vent to my feelings in a matter which I know has been debated for ages, and that is the input one has to type in for the PAW. As everyone knows by now, I'm an avid "QUILL" supporter - not only with writing, but also when playing. I'll opt for a Quill-produced game long before the PAW. I get so fed up trying to figure out the "logical sentence" of a PAWed game. For instance if you're holding in your hand a plastic card, and you KNOW you have to insert it into a slot in front of you, surely the writer could program in "INSERT CARD" - why taunt the player with "INSERT WHITE CARD INTO SLOT"? If we are EVER going to recruit new players this is the wrong way to go about it. If Mr. or Mrs. Citizen is watching a friend playing an adventure, the only reaction is going to be "It's too complicated for me ____". All that redundant typing becomes nothing more than an exercise in syntax, because if you don't get it "just right" it ain't gonna work!! The player should be concentrating on the game and the puzzles NOT on syntax.

Not too long ago, I tried playing "THE LOST CITY". I know the magic word to say to the mermaid is Mirandella (reading the book in your possession tells you so.) Now, if this had been written on ye olde Quill, one would merely type SAY MIRANDELLA. But with this game (game?) I have tried every permutation known to mankind only to be told "Sorry, that's not it". I've tried Say to Mermaid "Mirandella" and "Hallo Mirandella" and dozens of others. Nothing works. Does this programmer sit there rubbing his hands in glee saying "hee hee that'll fool 'em" or what? Even with the PAW the necessary input should be as simple as possible.

I learned at the beginning of my adventure-writing career to keep the game playable. Puzzles yes, you expect the player to THINK and work it out, but it shouldn't be an exercise in futility. The logical sentences should be just that: LOGICAL, and short. There is no need to say "Insert red card into large slot" if there is ONLY one card etc. etc. If necessity demands an adjective that is fine, but then (if there are two cards) INSERT RED CARD is sufficient - where else would you insert a card except into a slot??!

Please fellow authors, give us puzzles and good games but remember here and there are (hopefully) newcomers, and this exercise in syntax is going to be lost on them - and many experienced players too. Keep the input as short as possible retaining the essence of the puzzle. I've proved it CAN be done with 2-word inputs. It makes the game more playable and will not deter newcomers. We need THEM. Best wishes to all.



You were very close to the correct input, Laurence. Try SAY TO MERMAID MIRANDELLI

From Tim Kemp, of Norwich and From Beyond

Before the rumours start flying around and getting distorted (as rumours usually do) I suppose I'd better fill you and your readers in with the facts. It's true, I have vacated the YS adventure hot seat. There's nothing sinister or underhand about my reasons for leaving, I simply found that rather than looking forward to doing the column each month I was losing interest in doing it, so rather than do it "as a chore" I decided enough was enough.

I have, on more than one occasion in the past, mentioned that when my interest in things starts to wane then I'm certainly not going to make myself miserable by carrying on regardless. As I produce From Beyond (my Spectrum adventure fanzine) as a labour of love I would hate to see my waning enthusiasm for doing the YS column affect my enthusiasm for doing FB - and as far as I'm concerned that could well have been the case if I'd have simply "stuck it out" at YS (oo-er).

The YS readership has changed a lot over the years, and where once the adventure column could quite rightly justify having 5 or more pages and thousands of words, today it can't. We were probably lucky to get 2 pages for the last couple of years to be quite honest. Having said that, I was willing to fill (and asked for) more space - in fact I told Jon Pillar (the YS staff writer who I normally dealt with) that I'd gladly do anything over and above the standard 1300 words for nothing! I also asked whether the columns borders, headings and such like could be reduced to create more space, or if the actual font size could be altered (i.e. reduced) in order to squeeze more words on the 2 pages I had to work with. Space for a couple of hundred more words was made, but I still couldn't get excited about it to be honest, and that, as they say, was that!

When I first started writing for Your Sinclair I undoubtedly provided them with far too much material, (even for a four page column) and that caused a backlog which would have been quickly cleared up had there still been four pages of adventure material used per issue. As it was the column was reduced, the material I sent for publication got stuck in the adventure log-jam, and it took quite a while for it to sort itself out. Three or four reviews per issue, plus news, coupons, help-lines, etc. all featured in my original material, but as I said, given that I was quite simply sending them too much stuff caused YS all kinds of problems. Perhaps that was what caused the column to end up looking not quite like I wanted it to look, and perhaps that was a factor in my deciding to call it a day.

There you go. Hope that clears things up. Naturally enough I'm still doing FB, and still enjoying doing it which is most important! Having dropped the YS commitment I'm now using the time I'd have spent doing it doing something else instead. That "something else" just happens to be a new Commodore 64 (only) adventure fanzine. I've been working on ideas for it for quite a while, and have reached a point where hopefully by mid June the first issue of this new fanzine will be hitting the streets. I can't give you any more details of it, other than to say it's primarily a reviews 'zine, looks similar to FB (size and shape wise at least) though the one major difference is that each issue will be accompanied by a tape or disk adventure - hopefully one that is specifically written to complement some of the contents of the fanzine. Oops, already said too much there! Need I remind your readers that they should keep an eye out for forthcoming adverts for PATHFINDER if they are C64 owners.Oops, there I go again, even divulging the name of this forthcoming attraction!

Right, that's about it. I'm sure your readers don't need reminding that adventures are not dead, they will continue to appear, and be supported by great fanzines like Probe, FB, Red Herring, Goblin Gazzette and The Adventure and Strategy Club for as long as everybody enjoys playing adventures and writing about them.

*

Spectrum owners have watched with increasing anxiety at the downgrading of the YS adventure column. We knew Tim was doing his best but was fighting a losing battle against people who had no knowledge or interest in adventuring. They chose to substitute Tim's expertly written words with large, totally unnecessary graphics. In an attempt to attract younger (immature?) readers, completely ignoring the needs and wishes of the existing readers of the adventure column. I am sorry Tim has had to resign, but can fully understand his reasons and principles. FB (and PATHFINDER), PROBE, RED HERRING, GOBLIN GAZZETTE, and THE ADVENTURE & STRATEGY CLUB will last longer than YS ever has. It is FB's 3rd birthday in June, as it is Probe's 7th birthday. I don't know how old The A & S Club is but if you include The Adventure Club it must be many years, and Red Herring and Goblin Gazzette are also well established - long may fanzines reign! As soon as I have more details about PATHFINDER I will let you know. The Commodore is enjoying a long overdue revival, and I for one am very happy about it. It is a marvellous machine and there are some wonderful adventures for it, and every month brings new adventures and also conversions from other computers. (Barber)

THE PUZZLE OF THE SILVER COINS

by Geoffrey Pogson

Later one evening, four adventurers exploring a lost city found some treasure, including a small wooden chest full of silver coins. As it was dusk they were obliged to leave the sharing of the treasure until the following morning.

When they were all asleep, one adventurer woke up and he thought there might be a row about dividing the coins in the morning, so he decided to take his share.

He divided them into four piles. One silver coin was left over, so he put it back into the chest. Then he hid his pile of silver and put all the rest back together again with the left over coin in the chest.

By and by, the next adventurer woke up and did the same thing: and he had one coin left over and he put it back with the others in the chest.

During the rest of the night both of the other adventurers did the same thing, each having one coin left over to return to the wooden chest.

When dawn finally arrived the four adventurers divided up all the treasure, including the remaining silver coins in the wooden chest, but this time the division came out exact. Of course, each adventurer guessed that some of the silver was missing, but as they were all guilty none of them said anything.

Given that there were less than a thousand coins, how many silver coins were there in the chest originally?

Answer in a future issue of Adventure Probe



AMSTER PRODUCTIONS PRESENTS
A NEW TEXT ADVENTURE
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WRITTEN BY KEN BOND
CALLED

THE TEST

This is a greatly enlarged and enhanced version of the adventure originally released on the Amstrad CPC. This new version contains many new puzzles and has been written using the AGTBIG adventure utility

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Zenobi Software

ADVENTURES

TAX RETURNS

To the likes of RON TILSON, TIMMY BALLINS or HARRY FORCEFIELD, there are no two words more likely to instil fear into them and bring on attacks of 'sweaty palms', 'trembling hands' and 'manic depression' than the words 'TAX RETURNS' ... especially when uttered by the local tax-inspector. But these same two words can only herald some moments of immense joy and happiness for those of you who were fortunate enough to complete 'THE TAXMAN COMETH', because they signify the arrival of the sequel to this award-winning game and some pleasant hours (even weeks!) of happy adventuring.

THE STORY SO FAR ...

No sooner had the euphoria of completing the first quest passed than it was time to embark upon the next .. or so it was for the 'hero' of this little tale. This time around the devious debtors are the infamous SNOW WHITE and the Seven Short Guys! Local intelligence has revealed the following information ..

SNOW WHITE : She has not been seen for some time and rumour is rife that she has been 'tampered' with. When interviewed recently one 'old hag' claimed "It wasn't me Guv!" The law found a poisoned apple in her basket but without a body nothing could be proved. The revenue take the line that if the apple was still in her basket then it is unlikely that the hag poisoned anyone ... We think there is another reason!

HLOTTO : Always under the influence.(Of what is debatable!) Has appeared under the table of the 'DOG & DUCK' on many, many occasions.

GADGET : Renowned inventor. His speciality is teleport and transfer devices. A reasonable enough chap but his inventions often go wrong during the 'experimental' phase!

POTBOY : Owns a local nightclub. Also known to hire a rather large security 'advisor'. Recently fined for utilising the local 'cheap' labour ... at 'cutdown' prices!!

NOMARKS : The dunce of the diamond mine! Recently failed his seven plus (7+) exam (at the age of 84!). When asked in tests, "What year did the half-trolls invade the land of Organa?", he replied "Don't know, I wasn't there!". When asked "What is the capital of Mollinia?", replied "M" (he got half a mark for that!). Nomarks = Not very bright.

BANKER : Among other, more obvious, nicknames, Banker is known to his mates as 'Squeaky' owing to the fact that he is so 'tight' that he squeaks. Prising this dwarf from his gold will be as difficult a 'task' as it would be prising a Troll from his pet rock!

PARSER : Trainee 'trap-builder'. Currently serving his apprenticeship with Trapper. Has shown some promise but his puzzles tend to have some very 'corny' solutions.

TRAPPER : Bespoke trap builder and dungeon fitter. Currently away at a conference (or as it is better known .. a 'booze-up') Unlikely that he has left his money unguarded.

NOTES

This game will recognise all the standard commands as well as such ones as RAMSAVE and RAMLOAD. Use the latter to store and recall a game 'position' to and from MEMORY but always use the standard SAVE and LOAD to commit a more permanent record to TAPE or DISK. EXITS will display all 'exits'. FX will switch effects ON and OFF. P or PAID will show the names of the debtors who have coughed up (if any!). FONT swaps the typefaces shown.



THE ESCAPING HABITTHE STORY SO FAR

The time is January 1942 - the place a P.O.W. camp, somewhere in Italy.

You were captured when en route to a meeting with the various Allied commanders in North Africa. You were carrying highly-confidential papers concerning the plans for the campaign in the area and luckily enough you were able to prevent these falling into enemy hands. However you are bundled off to a small holding-camp whilst attempts are made to ascertain just how 'important' you may be to the war-effort.

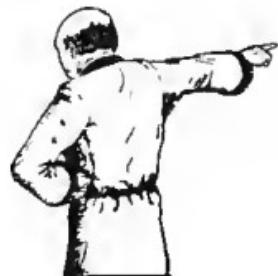
After several abortive attempts at escaping you are finally sent to this present camp, situated somewhere in northern Italy ... allegedly reputed to be 'escape-proof' and a place where the authorities feel sure you will remain for the duration.

You are taken to meet the senior British officer on your arrival at the camp and he gives you the general 'low-down' on the camp and its regime. Your hut is number one and your meal-times are 8.00 am - 13.00 pm - 18.00 pm and you are told to drop whatever you are doing when you hear roll-call called and to head for the square. Failure to do just that can have untold of consequences.

However just as you are leaving the senior British officer leans across and slips a small piece of paper into your hand ... you quickly clench your fist and drop your hand to your side.

Once in the safety of your new hut you unscrew the paper and read its contents. It is a hastily scribbled note informing you that there is every chance that you will **not** be around to eat your 18.00 pm meal. It seems that the **GESTAPO** are on their way to the camp with the sole purpose of forcing you to reveal the hiding place of the highly-confidential papers that you secreted away.

Of course you do not have to stay around long enough for them to exact their evil ways ... you could always beat them to the punch and **ESCAPE** first! The only other course of action is to wait around until they do turn up and then surrender yourself to the inevitable torture that will surely follow at their hands.



Spectrum 48K/128K+2

NOTES

This game will accept all the standard commands such as EXAMINE, SEARCH, LOOK, OPEN etc and will accept such inputs as **GET ALL EXCEPT THE SMALL BLUE BOOK** and **PUT THE KNIFE INTO THE BARREL**. It will also accept the use of **RAMESAVE** and **RAMLOAD** to store and recall a 'saved' position from **MEMORY** but it is suggested that you stick to the more standard use of **SAVE** and **LOAD** to **TAPE** in order to make a more permanent record of your progress.

To put an item/object into a container it will be necessary to use the **POT APPLE INTO BAG**, however to remove the item/object from a container it only requires a simple **GET IT**.

TIPS

If you need any help why not resort to seeking the advice of the **BOOK** ... check the church for the time of 'comings' and 'goings'.

The Adventure Workshop

Adventures for the Amstrad

NEW RELEASES

THE CASE OF THE BEHEADED SMUGGLER by PATRICK WALSH

As Sherlock Holmes the worlds most renowned detective, you must solve this baffling case of murder. Having been called on by Victor Wathley, the nephew of wealthy tea importer George Wathley, who believes that his uncles life is in danger, you and your trusty companion Doctor Watson travel to Horsham only to find on your arrival that you are too late! George Wathley's body lies on the path outside his front door, his gruesomely severed head beside it. Who is the perpetrator of this hideous crime? Can you and Doctor Watson find the evidence needed to convict the culprit and bring the murderer to book? Only by playing THE CASE OF THE BEHEADED SMUGGLER will you find out.

AVAILABLE NOW ON DISC £5.00

REQUIRES CP/M+ or CP/M 2.2

THE FOUR SYMBOLS by THE GRUE

A two part adventure from the pen of the infamous GRUE. In this award winning adventure, the Amiga version was awarded the accolade of Best 16-bit Text Adventure of 1992 at the Adventurers Convention in Birmingham on the 24th October 1992, you play the part of a villager who narrowly escapes being drowned as a witch by his fellow villagers. By volunteering to seek the stolen FOUR SYMBOLS, the magical talismans which have so far protected the village and prevented it from being overrun by the encroaching Shadowlands, you manage to avoid certain death to set out on a seemingly simple quest, but one fraught with danger and at times side splitting humour. However beware for this quest also has a sting in its tail!

This version contains all the puzzles and humour of the original Amiga version which drew the following comments from reviewers:

"This game is a little gem. Set to become a classic" (Adventure Probe)

"One of the better text adventure around" (Syntax)

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The Adventure Workshop

Adventures for the PC

The Adventure Workshop is proud to Announce
its second release for the I.B.M. PC and compatables

THE UNBORN ONE

BY

CLIVE WILSON

The twisted trees that lined the 'Darkest Road' had shed many a leaf in the years since you last walked this land and ventured beyond the Eagleshorn, beyond even the Pinnacle in your search for the Black Wanderer. Once more, the Mysterious Stranger had appeared from out of nowhere and sought your assistance in putting right the problems besetting the land. For a vile plague had befallen the people... killing them in their thousands... and the Southlands were in dire need of some form of salvation. Unless this happened soon the Southlands would become no more than a barren wilderness, devoid of all life, save the warped beings that now stalked the night.

This plague was brought about by the one known as 'The Unborn One'. An evil concocted by the Black Wanderer and hidden away until now, just waiting to heed his call. The Unborn One had risen and taken the Citadel of Gor as his nest and it was he who dispensed the plague in all its vile glory. The Citadel is protected by the Hosts, an evil breed of creature that only the legendary 'Silent Song' can destroy. But be warned, The Unborn One cannot be harmed by the 'Silent Song' ... You must gain access to the Citadel and somehow stop The Unborn One from destroying the Southlands, whilst all the time avoiding the evil creatures that protect him.

Hardware Requirements:

To play The Darkest Road you must have an I.B.M. PC or compatible machine with at least 384K of free memory and a floppy drive.

The Unborn One is available on 5.25" or 3.5" disc and is priced £5.00
Please state disc size required when ordering.

The Adventure Workshop, 36 Grasmere Road, Royton, Oldham, Lancashire, OL2 8SR
Prices include p&p. Please make Cheques/Postal orders payable to P.M. Reynolds.

The Master's Edition of the Adventure Game Toolkit.

At last! After four months wait, it finally arrived on December 20th - my Christmas Present from Softworks. The master's Edition of The Adventure Game Toolkit (or MAGT) is a great improvement over '*The Classic Edition*'. Here is a quick summary of the new features:

- * Larger games. Games can be over twice as large as those created by the '*Classic Edition*' of AGT.
- * Customizable default messages with changing colours. You no longer have to die 'in a cloud of orange smoke.' Your unique may change colour and even blink.
- * Larger vocabulary. Typical games can have a vocabulary of 1000 words or more.
- * Optional graphic illustrations using PCX formatted pictures for display on CGA, EGA or VGA screens. The PCX format is the most widely available of any picture format and is supported by most PAINT and/or DRAW programs. Plus - a great deal of PCX "clip-art" is available from bulletin boards and is part of various software packages.
- * Optional fonts (EGA and VGA monitors only) that can be changed to suit the needs of the game. The Master's Edition comes with over 30 sample fonts including Old English, Scrawl, Computereze. Plus, a Font Editor is provided that allows you to create your own unique fonts.
- * Optional music and sound effects that can be played in the background during the game. These sound effects use the PC's internal speaker and do not require any special sound card.
- * Optional user-definable "click-and-few" interface including a menu-driven player input option that displays feasible commands from which the player can pick.
- * Optional "pop-up" hints available when the [Alt] and [h] keys are pressed at the same time.
- * Initial descriptions of ROOMS, NOUNS and CREATURES that change after the first time the player reads them. This can really liven up and 'enliven' your games.
- * Labels (like AGTNUM) rather than numbers. This makes your games easier to write, read and debug.
- * Predefined function and cursor keys to input frequently used commands and move directions. Function keys may also be redefined to input frequently used commands like **THROW AXE AT DWARF**.
- * An OOPS feature that allows you to edit/correct your input commands.
- * A bunch of new meta-command tokens to simplify writing your games as well as help you deal with the new features of the Master's Edition, plus meta-command "subroutines" and an optional set of AFTER meta-commands that are processed after the normal command logic.

However, I still have a few reservations about MAGT. Maybe I'm just sentimental, but the 'integrated environment' presented by PAW, but I find that the "type in the source in a wordprocessor, save it, compile it and then (providing there are no errors), finally run it" is a bit tedious. Surely the PAW environment is better, where errors are detected as the lines are entered. Another small 'nibble' is the 'ANY' Metacommand. Consider the following example:-

```
COMMAND ANY
AtLocation [maze] ; is tha player in the maze
NOT Prasant [lit lamp] ;i.e. is it dark
Chance 10 ;10% chance of Dwarf entering
PrintMassage [Dwarf Enters] ;'The ugly little dwarf entars'
Printmassage [Dwarf throws axe] ;'He throws his sharp axa at you'
PutInCurrentRoom [dwarvan axe] ;make tha axe appear here
DoneWithTurn ;finished - get input next
END_COMMAND
```

If this is put at the front of the source file, it will be processed every turn. This is quite like the PAW's PROCESS table (for those who know PAW), but the only difference is that it won't be processed until AFTER the player has input his command, and BEFORE whatever the command was gets executed. Then, the 'DoneWithTurn' will cancel whatever the player input - essentially, MAGT will 'forget' what the command was! For example, here is a sample screen using the above scenario:

```
It's completely dark and nothing can be seen.

What now?
>LIGHT THE LAMP

Suddenly, an ugly little dwarf entars.
He throws his sharp axa at you, which closaly missas your aar.

What now?
>LOOK

It is completaly dark and nothing can be seen.

What now?
>EXAMINE THE LAMP

The lamp is off.
```

This is a little disappointing, as it can throw the player off somewhat. With some careful programming, this problem can be got around, but David Malmberg (and his beta testers) should have thought of this. The other features of MAGT are excellent. For example, to specify which fonts you wish to use in the game, you do it the '*Standard* AGT way:

```
FONT
[oldwuride] MEDIEVAL
[spaceage] PDDTER
[pc rom] STANDARD
END_FONT
```

Then, the fonts vcan be rebaranced like this:
LoadFont [oldwuride]

The method for including pictures is intriguing. Instead of using the standard .PCX file extension, the game author changes it to reflect what screen mode the graphic is in, and the display program changes mode automatically, and

then centers the graphic on the screen. The specific types of pictures that AGT will display are given in the following table:

AGT File Extension	"NORMAL" Full screen Size and Display
.P06	640 x 200 x 2 CGA
.P13	320 x 200 x 16 EGA
.P14	640 x 200 x 16 EGA
.P16	640 x 350 x 16 EGA
.P18	640 x 480 x 16 VGA
.P19	320 x 200 x 256 VGA
.P40	320 x 200 x 4 CGA - Palette 0
.P41	320 x 200 x 4 CGA - Palette 1
.P42	320 x 200 x 4 CGA - Palette 2
.P43	320 x 200 x 4 CGA - Palette 3

New MetaCommands include those for accessing the pictures and sound files, a few 'miscellaneous' player conditions and actions, and new commands for displaying game-time, rather than turns.

For example, should the game designer wish to have the game start at 12:00pm, and have the game end with a '*You lose*' message at 7:00pm, he should include the following lines in the source code:

STARTING_TIME 1200

COMMAND ANY

TimeGT 1859
Killplayer
PrintMessage (out of time)
DoneWithTurn
END_COMMAND

If the designer includes this line:

DELTA_TIME 15

Then each game turn will take a random number of minutes, from 1 to 15.

Well, that's MAGT. A good program, but in my view it still has some way to go to beat PAW. But then again, I 'grew up' with PAW, and this is only the first version of MAGT. If other people think as I do, they can write to Dave Malmberg, and suggest that he adds the extra features in later versions. Please note that MAGT is not share ware, so it can't be obtained from bulletin boards and shareware vendors. The price for MAGT is \$50, or \$35 if you are a registered AGT user (you will have a special order form if so), plus \$5 postage and packing. Order straight from Softworks at: **SOFTWORKS, 43064 VIA MORAGA, MISSION SAN JOSE, CALIFORNIA 94539. USA.**

If anyone has any questions or comments about MAGT they wish to put to me, even programming problems, I shall be happy to answer them. Please write to: **Mark Walker, 11 Albany Road, Peel, Isle of Man.**

If you want a reply, please enclose a stamp. (NOT an SAE - on the Isle of Man, we use MANX stamps, not English ones!)

SAYINGS - some additional musings by Phil Glover

I enjoyed reading Mary Scott-Parker's article in the recent issue of Probe (February 1993) regarding some of the many unusual phrases and sayings in the English language. For years many of them puzzled me, and it was with delight that I discovered BREWER'S DICTIONARY OF PHRASES AND FABLE. This wondrous book, available from several publishers, is a fascinating mixture of myths, legends and phrases. If you want the brief outline of who or what PEGASUS was, this book will tell you. Most well-known myths, legends, gods and similar characters are described in the book, but of even greater interest to me is the meaning of such phrases as Mary mentioned. Just to tempt you, I'll tell you what BREWER'S has to say about two or three that Mary wrote about:

The Larry who was famous for being happy, as in the phrase "Happy as Larry" is reputed to be an Australian boxer called Larry Foley (1847-1914).

"Raining cats and dogs" is more complex than many may imagine. The cat was alleged to have great influence on the weather in Northern mythology, and witches were assumed to take the form of cats when flying in storms. The dog and the wolf are old symbols of the winds, and both were attendants of Odin, the storm god. The cat may be considered a symbol of rain, and the dog a symbol of strong gusts of wind.

"To kick the bucket" is, not surprisingly, supposed to be death-related. In East Anglia, the beam to which a pig had its feet tied for slaughtering was known as a bucket (from the Old French "buchet"). As may be expected, a pig being slaughtered tends to kick a lot.

Some of the phrase explanations may be rather vague, but most seem quite genuine, and BREWER'S is just the book for you if you ever wondered about such gems as "Bob's your uncle", "Keeping up with the Joneses", "Letting the cat out of the bag", "Beyond the Pale" and "Dead as a doornail".

Phrases that particularly annoy me are ones that seem to make little, if any, sense. "Head over heels" is a strange one, as it suggests a person who is upside down, but surely to have your head over your heels is normal?

The worst phrase I know is "cheap at half the price". OF COURSE something is cheap at half the price!

A name, rather than a phrase, that has always intrigued me is Nobby Clarke. I can understand why some surnames generate nick-names, such as Dusty Miller, Chalky White, Clippy Woods, but where does Nobby Clarke originate? I'm sure many of us have heard the term used, but I'd love to know its first recorded use. (*Over to you readers. If you know why, please let us all into the secret. Barbara.*)

Foreign phrases translated into English can be very interesting. I recently heard of a Russian equivalent to "Pigs may fly". Nikita Kruschev was at some UN discussions and was asked if Russia would go along with some proposal. He answered "We'll do that when shrimps learn how to whistle..."

Has anyone else any "SAYINGS" that they know the meaning of, or would like some enlightenment? Send them in and they can be published as an article, if you have a lot, or as part of a collection. If in ones and twos.....(Barbara)

POMA

Mary Scott-Parker's idea of a POMA really caught on and I received three entries, and couldn't choose between them, so have great pleasure in printing them all.

First, Grimwold tries poetry ...

Tha noises grew,
About them I thought hard and long.
Then, suddenly I knew!
'Twas the Birdy Song!

A one-woman band trudged 'round the corner,
Chirping and tweeting for all she was worth,
I recognized her, she was Lorna,
The greatest playtester from the far North!

Why she had taken to drums and cymbals,
I did not know, yet,
Though her cloak was covered in symbols, (groan!)
I think it was for a bet!

Keith Burnard sent in the following verses:

Three green eyes stared at me
A few yards to the east,
I heard a chuckle, full of glee
"At last! At last! A faast."

Hesitating for a sec
I walked towards the sound.
When something slimy touched my neck
And pulled me to the ground.

I drew my dirk and thrust out wildly
At the thing around my neck.
Was I scared? ... putting it mildly
Was I? ... Was I heck!!

Peter Clark finished Mary Scott-Parker's poem:

I wandered lonely as a Grue
In cavas of darkness underground.
When all at once I heard a sound.
A strange and unfamiliar sound.

The candle in my lamp blew out.
My knees knocked and my legs grew weak.
Darkness settled all about.
What was it that just brushed my cheek?

Stepping onwards in the dark,
Along the wall I falt my way.
When suddenly the floor was gone!
I tumblad down into some hay.

Whera I was I didn't know.
Then suddenly I saw a glow.
A light was swinging to and fro,
And I had nowhere left to go!

It was nearly on me now.
It made a hideous walling row.
An awosome craature came in view.
Was this the dreaded Ormskirk Grue?

Through the gloom i did perceive
A sight I baraly could believe.
It raally was a faarsome chap
Underneath that Baseball Cap!

As I preparad to meet my doom
in that smelly, awful gloom.
A voice howled out,
"HAVE NO FEAR, I ONLY WANT NEWCASTLE BEER!!"



Well done everyone, I really enjoyed reading the poems.
Anyone else like to have a go? (Barbara)

NEWS

Amiga News sent in by Steve Clay

Westwood Studios who brought us the graphic adventure Legend of Kyrandia have quit writing products for the Amiga. They are apparently hoping to find someone who will carry out the conversions for them, so all is not lost.

Abandoned Places 2 is imminent. The recent coverdisk demo gives the impression that the aim of the game is to escape a grey-walled dungeon which is haunted by a demented racehorse (*Shergar? Ed?*) If the sound FX are anything to go by.

There have been a couple of letters in Amiga Action recently asking why there are so few text adventures around. There has also been the mention that a single disk Infocom adventure held more puzzles and gameplay than 13 disks of Monkey Island 2. Look out folks, I think someone has noticed us at least!

Coverdisks: The June edition of CU Amiga will have a copy of Hyperbook on the coverdisk. This is a complete package and may inspire some Amiga owner to create a disk-based magazine or maybe some really clever soul could create an adventure using it.

Budget news: The following are out on budget release now: Crystals of Aboria £9.99; Legend (3D RPG) £14.99; Pirate £12.99; Moonstone £14.99; Operation Stealth £12.99; Knightmere £14.99; AMOS Professional has taken a massive price drop due to the world economic slump, so any Amiga owner looking for a language that can be used to write all sorts of games and applications should grab the opportunity now. This is a superb program.

Adventure Workshop News

Coming soon/being converted to the Amstrad: Spectre of Castle Coris by Larry Horsfield; Dragon Slayer by Martin Freemantle; First Past The Post, Quest for the Holy Snail, Larry the Lemming's Urge for Extinction, Snow Joke by Gareth Pitchford/Scott Denyer and Agatha's Folly by Linda Wright.

Zenobi Software News

Due for release end of May/early June for the Spectrum: Kidnapped by Jack Lockerby; Dlermid by Dennis Frecombe; For Pete's Sake by Jonathon Scott and Mummy's Crypt by Laurence Creighton - all will be available on tape and +3 disk. Also available will be the +3 disk version of Krazy Kartoonist Kaper by Kez Gray.

Out now are some compilation disks for the Atari STE/MSTE: Vol.1 has Enchanted Cottage, Domes of Sha, Souldrinker and Ellsmore Diamond; Vol.2 has Jade Stone, Dark Tower, Mutant, Magic Shop; Vol.3 has Adventurer, Darkest Roed, Into the Mystic, Mines of Lithlad; Vol.4 EndDay 2240, Hammer of Grimwold, Lifeboat, Davy Jones' Locker; Vol.5. has New Arrival, Border Warfare, Treasure Island and Dr.Jekyll & Mr.Hyde - all at the bargain price of £5.99 per disk (double-sided drive required).

The Guild PD Library News

New additions to the **Spectrum P.D. Library** are Solaris, Crystal of Chantue, Behind Closad Doors 1, Micro Drivin', Legacy for Alario, Colossal Cave (original, not the Level 9 version, I assume!), Dunshalt Donut, all for £1.00 each from the usual address.

Amiga PD From Zenobi Software

Zenobi has an expanding catalogue of Amiga arcade games, simulations, utilities, role-playing, strategy, text adventures, text/graphic adventures, childrens games - a good assortment, so send an SAE for a full list to the usual address.

PERSONAL COLUMN

To Ron Rainbird : Witches' Abroad and Lords and Ladies are as you said, SUPERB!
From Steve Clay

IN-TOUCH

WANTED: Any old Commodore 64 Disk and Cassette adventure games. Contact Merk (Oulaghan) on 021 778 2014 or write to 80 Springcroft Road, Hall Green, Birmingham, B11 3EN.

FOR SALE: The Pawn (Spectrum 128K tape) £3.25; Knight Orc (Spectrum tape) £3.00; also Amiga disks, Ultima 5 £4.50 and B.A.T. £4.00. Contact Steve Clay, 17 Stanlaw Road, Ellesmere Port, South Wirral, L65 0EY.

HELP WANTED

Does anyone know anything about CRUSADERS OF THE DARK SAVANT? If so, please contact me, your editor, at the usual address. Thank you.

SOLUTION SERVICE

I am pleased to announce that I now have lots of lovely(?) solutions which readers can purchase (sparingly) for the princely sum of 80p each (regardless of the number of pages) plus a stamp for the return postage. If you do order, and I strongly advise you to use it as a last resort, please bear in mind that I don't have a photocopier to hand so it could take a day or two for me to reply.

A full list of solutions available will be enclosed with the July issue of Adventure Probe. If you have any that aren't on the list I will be most grateful for a copy. Thank you. (Barbara)

BLIZZARD PASS THE ONE THAT STARTED IT ALL!

by Mary Scott-Parker

While shopping in Asda, I had some time to kill, and browsing through the magazines I picked up a copy of Sinclair User, just out of curiosity. Turning to the Adventure Pages (naturally) I was hit by a powerful wave of nostalgia ... someone was playing Blizzard Pass and was stuck by the fissure, with the rope and ring in hand. Gosh ... how it brought it all back!

The Sinclair arrived one Christmas for my youngest daughter, courtesy of Santa and over the holidays she played all the free games, quickly becoming bored with each of them, except for a cute platform game called Colin The Cleaner. There was even a game called Ian Botham's Cricket, which, incredible though it may seem, was even more boring than the real thing ... yes I know ... I would have thought that was impossible too! At last, there was only one game left to try, an adventure (a what?) called Blizzard Pass. The loading instructions were a bit complicated, which was probably why it had been left until last.

Well ... the game was duly loaded... "YOU ARE STANDING IN A SNOWSTORM OUTSIDE THE NOW BARRED SORCERERS GATE. YOU CAN GO SOUTH, EAST OR WEST". Two moves and I was hooked. The more times I froze to death in the Blizzard, the more determined I became. At last, with a flesh of intelligence unsuspected by the rest of the family, I typed in "CLIMB CLIFFS" where it said "THE CLIFFS HERE DON'T LOOK QUITE SO STEEP" and there it was ... A window! Of course, it was too narrow to enter, but on examination, there were found to be cracks around it. After two weeks of standing on the ledge outside that tantalizing window, my daughter, whose knowledge of the finer points of Physics had until that moment lain dormant, said "What about putting snow in the cracks?" which we did, and the rest, as the say, is History. It opened up that huge, wonderful, frustrating, annoying, delightful, irritating game that we came to know and love.

I still can't think of it without tasting "Wholewheat Fruit Slices" which was a Blue Peter recipe from around that time, as I ate tray after tray of the stuff, while simultaneously typing "TIE ROPE TO RING" and "THROW ROPE ACROSS FISSURE" while being rewarded with responses such as "IT'S TOO SLIPPERY" and "THE ROPE DOESN'T CATCH ON ANYTHING". Standing in Asda, it brought it all back and I sympathize with the poor, stuck folk, longing to be able to say "I KNOW I KNOW I'VE BEEN THERE!!!" .

Do you have memories of your first encounter with an adventure? If so, why not write in and let us know about it.

Is there a favourite old adventure that you would like to be featured as a detailed solution?

I know you know I hate printing too much detail about adventures, but that really only applies to newish adventures - the golden oldies such as Marie Celeste (next one to be featured) are still around and being played by new recruits and sometimes replayed by seasoned adventurers. (Barbare)

A STROLL THROUGH "BLIZZARD PASS" (a 128K Spectrum Golden Oldie)

played by Mary Scott-Parker

You have to collect the following items:

Black Robe (brass key in pocket)

Blast spell x 2

Bless spell

Chair

Chalk

Crown

Earth spell x 2

Garlic

Harp

Metal tin (containing teleport spell)

Mind shield spell

Mystic book (containing ice wall spell)

Orb

Red wand

Ring

Rock

Rope

Sceptre

Scroll

Shatter spell

Shield

Snowshoes

Sword

3 power stones (for rod of power)

Wind spell



Dig in the snow to find the Garlic. Freezing to death? Climb the cliffs. Examine window to find cracks. Fill cracks with snow. To move the statue, go back to the window and wet the robe (which you should be wearing) than wet the runners and push the statue. Wet the robe again so that you can cool the sword when you find it.

To get rid of the Ghoul (who is a bit of a pain) attack with sword. When you have both, polish the shield. Can't cross the fissure in the shattarad, ruined hall? Push the pillar, cross it, then push it again to get rid of the snake. Dig in the roof of the smelly earthen cave to find Earth spell. There is a key in the robe pocket. Cut the Wizard down and take the rope.

Break the door in the dank, dripping dungeon. In the stinking, damp cell turn the ring first to reveal a secret passage and then move the ring and take it.

To cross the next fissure, tie the rope to the ring, knot the rope, throw the rope and then cross the rope. To move the boulder, cast the Strength spell and push the boulder, then go passage and drop the boulder on the Ogre before the spell wears off. To cross the canyon, swim. Open the metal tin and examine it to find the Teleport spell. Throw the Soap (preferably Eldorado (*An! I like Eldorado... Ed*) at the slime. Take slime in the bucket and throw it at the Giant. Take slime in the bucket and empty it down the grille until you have the Blast spell and the slime pit is empty. Get the Sceptre from the empty slime pit.

To cross the lava-filled channel, cast Blast spell. Put plank (from the well ... didn't I mention that?) across the channel, go plank and cast the other Blast spell. Move the lever to drop the drawbridge for the next time (what do you mean, you won't be back?). Touch the pentacle with the wand. Wave the wand at the picture (red to red ... wave to wave ... thus pass away from cave to cave ... ring a bell?). Then travel East to the well. Now that you have the three powerstones (you DO have the three powerstones ... don't you?) drop them and take the Rod of Power (now we're talkin').

Go out into the snow and find the Yeti. Yell to cause an avalanche, then enter the cavemouth. Find and wear the snowshoes. Dig, to find a tunnel then find three spells in the various locations, the Mind Shield spell, the Ice Wall spell and the Shatter spell. To escape, climb on the chair in the room made of ice (you DID bring the chair, didn't you?) and dig in the roof.

To frighten the Border guards, dig up the Yeti (yes, I thought I'd seen the last of him too!) skin him (yuk!) and wear the skin. To get the Bless spell, talk to the Priest and say a prayer in the Church. Drop down the Crevasse to find the Wind spell. Cast the Teleport spell and head E x 5 then S x 2 and push the bookcase... yes, here again! Make your way to the drawbridge and cross it.

Head E and wave the Sceptre. Go bridge, then S to meet the Wizard. Retaliate by casting the following spells - Earth spell .. ice Wall spell .. Mind Shield spell .. Wind spell .. Shatter spell .. Play Harp .. Earth spell .. Reflect light with shield (You DID remember to polish the shield, didn't you?) .. Wave Rod .. Cast Bless spell .. Draw Pentacle .. Wave Rod .. The Wizard should now be dead and you can collect the Drb and the Crown, and head for home ... suffering from nervous exhaustion!

Unrecorded moments in history (sent in by Steve Clay)

1066

Archer to his mate: "Go easy with that or you'll have someone's eye out!"

Still_1066

Harold sits on his horse, arrow protruding from his eye. His men surround him, offering words of comfort:

"Keep blinking H it'll work its way out!"

OBJECTS AND THEIR USES

DITCH DAY DRIFTER played by Jonathan Scott on an IBM PC

Wasta basket Examine it for bottle, use as a container.

Dollar bill Buy Lloyd's insurance policy with it

Food Eat when you become hungry

Plastic bottle ... When closed, full of liquid nitrogen and in night deposit slot, blows up safe.

Fish protein module As with the food, eat when hunger pangs come

Coffee cup Fill with ToxiCola and give to guard

Flask Put in plastic bottle and use for coolant in railcar

Health memo Read it (tells you about ToxiCola)

Paper Gives numbers to enter at control unit in steam tunnels

Battery Put in flashlight

Security memo Read (about guards outside GUE)

Flashlight Once battery's in it, lets you see in the dark

Notebook Read (tells you about changing clone's sex)

Thesis Read (details of liquid nitrogen exploding)

Jeans Examine to find the key of storage room door

Master key Unlock door to steam tunnels

Rope Tie to railing round pit, then go down

Funnel Use this to get liquid nitrogen into bottle and railcar tank

CloneMaster Put slime, GF-XQ3, poly blue and compound T30 into its compartment, and press button

Glob of slime]

Genetic Factor XQ3] To make a female clone so the male will go away

Poly blue]

Compound T30]

Five Dollars Buy battery from the bookshop

Mr. Happy Gear]

Darboard] Treasures (Insert in slot to break the stack)

A Million Random Digits]

Great Seal of the Omaga]

Note Simply read it

Warp motivator ... Insert in socket outside spaceship before pressing launch button (inside)

GETTING YOU STARTED

PERSONAL NIGHTMARE played by Mandy Rodrigues on an Amiga

From the start in the tap-room of the Dog and Duck Inn: As soon as Mr Jones gives you the front door key and tells you where your room is situated open the door to the inner hall that you will find on the left hand side of the screen and go through it. Don't go upstairs yet but open the outside door (straight ahead of you) and go outside. Keep examining things until Tony Landford emerges from the inn and is knocked down by a hit and run driver. You will know when this is about to happen as you are asked to insert another disk containing the animation sequences. Immediately you should EXAMINE TONY BLANDFORD (if you are told that he is drunk then repeat the input until you are told that there is a roll of film and a key next to the body). Immediately EXAMINE ROOM and when the picture comes up showing the numberplate, the roll of film and the key, transfer them into your inventory box. As soon as you have done this go back into the inn and into the bar and you should see that Mr Roberts has gone outside leaving his thick overcoat hanging on the peg. If he hasn't gone then wait until he does. Now very quickly LOOK IN OVERCOAT and when you are shown the picture of the key which is in the pocket transfer it to your inventory. Go upstairs and into the Landlord's bedroom and OPEN CHEST. Get the receipt and CLOSE CHEST. You will be told that one drawer will not close properly, so TAKE ENVELOPE FROM CHEST and you have obtained a vital clue. You can take the mirror from the top of the chest too. As Sue Blandford rode to the hospital in the ambulance with her husband, now is the time to visit Ivy Cottage, as you have the key from the scene of the accident. On your way, cross the road and enter the churchyard and go west twice. EXAMINE WEEDS which are at the base of the large stone cross and GET GARLIC. Make your way back to the road and still on the same side of the road travel east until you come to the garden of the nearest house. Enter the garden and EXAMINE ROOM to find the gloves. Take and wear them. Make a note of the location where there is a tree along the village road as it will come in useful later, as you make your way eastwards to the end of the village. Cross the road and go into the garden of Ivy Cottage. Unlock the door and enter. As you explore the cottage gather up the cushion, the screwdriver (cupboard in the kitchen) and the bottle of chemicals. Go into the back yard and gather up as many objects from the shed as you can carry. (Some may have to be transported to the front garden until you have them all). The sack can be emptied of rubbish and used to carry all sorts of things. When you return to the front garden of Ivy Cottage it might be a good idea to save your position (just in case you find you have forgotten something). Then lock the door and drop the key. Make your way back to the inn and hang around until the bar closes. Go into the kitchen and wait for Mrs Jones to leave. EXAMINE KNIFE HOLDER and get the knife you find there. LOOK IN WASHING MACHINE. LOOK IN TROUSERS and get the key that you find there. If at any point you are asked to insert another disk and you subsequently hear gurgling noises then PUT PLUG IN SINK and get out of there as fast as you can when you have the key and knife. Once back in the bar GET BUGLE _____.

DANCES WITH BUNNY RABBITS played by Lorna Paterson on an Amstrad

You start in Timmy's bedroom. EXAMINE POSTERS, EXAMINE BED, LOIN WARDROBE, GET CLOTHES, EXAMINE CLOTHES, WEAR CLOTHES, LOIN BED, GET GUN, EXAMINE GUN, W. S. GET DRESS, N. LOIN CABINET, GET CARROT, GET JAR, EXAMINE JAR, GET COOKIES, SMASH JAR, TIP JAR, GET COOKIES, EAT COOKIES, INVENTORY, _____.

IMPACT played by Barbara Gibb on a Spectrum

You start by your car. Go E and E to a dam. The canoe is on the other side, a man appears, so WAVE for him to bring canoe across; he gives you the paddle and wishes you luck before walking off. Now you must X CANOE and UNTIE ROPE before you ENTER CANOE. The canoe sinks but you should be safely across to the other side. X WATER in fountain, TAKE (wet) MATCHES. Go E then N, DROP PADDLE and DROP ROPE (both needed later), S, S, E, NE, N (see farmer), TALK FARMER (doesn't seem to hear you), TALK LOUDLY (he does this time. He wants the key to his tractor, note cotton wool for later), W, TAKE MAGAZINE, X MAGAZINE (don't believe the hint about "red herring"), LOOK UNDER TRACTOR, TAKE SCREWDRIVER, E, N (to farmer), GIVE MAGAZINE (key falls out and farmer is happy to let you enter his house - note he says you can call him if he is needed!). RAM SAVE or better still, save to tape as random elements occur inside the house when you try to get the lamp and jar of honey. In, N, EXAM LAMP, TAKE LAMP (screwed down), UNSCREW LAMP (need screwdriver), TAKE LAMP, S, OUT, S, PUT LAMP OWN (if you drop it it will break) _____

CORYA THE WARRIOR-SAGE PT.1 played by Barbara Gibb on a C64

(inventory) - carrying a damaged sword and spell book, X BOOK (see fire, heal, cherish and shield spells, they can be used more than once), D (valley), E, E, E (Hall), CAST CHERISH (at mob), E (return to Hall), TAKE ROPE, W, X DOORWAY, TAKE BEAM, S, LISTEN, PROP ROOF (with beam), MOVE WOOD (rescue man just before roof collapses - he is the village blacksmith), CAST HEAL, GIVE (demaged) SWORD, CAST FIRE, _____



DEATH OR GLORY - PT.1 played by Barbara Gibb on a Spectrum

You start surrounded by granite cliff and thorny bushes. INVENTORY (only smock and boots), SEARCH BUSHES, TAKE DAGGER, E, CUT BUSHES (need dagger), go S to foot of an embankment. Now go U to an old cobbled road, and W along it. SEARCH WEEDS and TAKE FLINT, then go E, E, SE and EXAMINE SIGNPOST (oh dear!), EXAMINE FENCE (note opening here), S, EXAMINE WELL (see key), TAKE KEY (you knock it down the well), E,

PAROLE played by Barbara Gibb on a Spectrum

You begin in the lobby of a large police complex, about to be paroled. READ SIGN and CLAIM BELONGINGS. (inventory) - you have a wallet with 31 dollars in it, leather jacket, jeans and trainers. WEAR JACKET and go S to roadside, X CAB, X DRIVER (looks familiar), THINK (about) DRIVER, ENTER CAB, I (now also have a pistol and knife), W, N, end N to end of alleyway. X PUSHER, TALK to PUSHER, BUY DRUGS (costs 20 dollars), S, S, W, X WORKMAN, GIVE DRUGS so he won't mind you going IN to the worktent. TAKE MONKEY WRENCH, OUT, E and N to middle of alleyway. X WALL, X PLASTER, BREAK PLASTER (with wrench), KICK the DOOR you have just found. W, N, to breeze-block well. LOOK UP and CLIMB WALL (need knife), DROP PISTOL. DROP WRENCH, W to window. CLIMB onto WINDOW, LOOK O and continue to LOOK until rescued by firemen. Provided you're not carrying the pistol you will be OK, _____

HINTS AND TIPS

WEEN played by Janice Charnley on an Amiga

You are searching for the Revuss and find yourself in a room containing 2 statues, a tabernacle, chest, chalice, magic necklace, scales and a pedestal. Take the glove from the left-hand statue and wear it when you put your hand in the chest, which contains spiders and a heart. Insert the heart into its site then examine the tabernacle to learn that Krael has stolen the Revuss. Take the mirrors from behind the tapestry and a key hidden in a vase from behind the curtains. Put the necklace into your inventory and put the chalice on the scales then press the statue's nose to open the secret passage. Use the mirrors on the openings either side of the door and unlock the door to enter the Temple garden.

Pick up the bag to use on the snake, fasten it and use the snake on the mongoose. Use your copper bell on the necklace then use the sword on the larch to obtain resin. Use the root on the resin and feed it to the monsters. Turn the sword back into a copper pipe and use it on the water. Pick digitalls and put it into the basin along with some pearls and a femur that happens to be lying on the grass! Give this meal to the queen who will disappear. Put the basin back by the water and take the copper pipe, which needs to be turned into a sword again, in order to cut the rope holding the gate closed. Put the sword away then pass through the gateway to hear some bad news - your haversack has been stolen. You now have sight of Volcano Island and must make your way there without the help of the items you had in your inventory.

BEATLE QUEST played by Mandy Rodrigues on a C64

Ignore the girl in the Bedsit. The mouthpiece of the telephone contains something useful Eat it to transport yourself somewhere else. But first ...

If you SEARCH ROOM in the bathroom you will find something to stop Maxwell's Silver Hammer coming down on your head.

Fill the test tube with water in the bathroom.

When you find the flowers, water them with the water from the test tube.

Eating the Marshmallow Pie will make you feel much better.

If you take the newspapers you can MAKE TAXI (honestly!) Give Binoculars to the girl with the Kaleidoscope eyes.

At Penny Lane, take screwdriver, take matchbox, smoke cigarette and you are now outside a country cottage.

Give weeds to the sheep. Mend Fusa to get some light.

Knit yourself a sweater with the wool from the sheep.



TEN LITTLE INDIANS played by Jenny Perry on a C64

Stamp foot on the wharf, swim, then dive.

Jump off the balustrade. Don't enter the wardrobe in the bedroom.

GHOULIES (D.Whitelock) played by Margo Porteous on a Spectrum

You have to collect 5 items of treasure and be carrying them when you return to the ferry (start location). You are supposed to finish with 100% but an error in the programming means that the score never goes past 80%. (Delete "LEAT -" in the status table to correct). SCORE is not recognized. You start with 255 units of energy. Each input depletes it by at least 1 with some actions resulting in a dramatic decrease. To increase your energy level you can eat and drink certain items. The best way to build up energy is to REST - the safest places are inside the huts. Important clues can be found by reading the Inn sign, reading the map from the book in the library, and examining the window at the top of the mill. The ghoul is meant to pinch the corpse. Follow it, retrieve the corpse, then take it into the mound. You don't need keys to open the doors, try KICK, PUSH or BREAK DOOR. DIG a HOLE with the spade to find a treasure.

You'll be put into the stocks if you enter the village square with the corpse.

THE FOUR SYMBOLS played on an Atari (1 meg)

The Atari ST version contains quite a few subtle differences and some extra bits towards the end of the game. There are many extra messages, about double compared to the Amiga version - nice to see the Atari getting a fair deal! You can ask characters about various items. Try: ask robbers about coin, ask guard about coffin, ask guard about ticket, ask Fidget about leaflet, ask Fidget about red brick, ask Fidget about egg, ask Fidget about sword.

PAROLE played by Barbara Gibb on a Spectrum

You can find money in two places - your apartment and on a dead body.

Sam Kayman is honest and won't sell you a gun without a licence, someone else isn't so particular.

You don't have to pay Sparky's bill, but he may give you some information if you - may be worth \$9.

You need the security card to gain access to the subway platform - ensure you are armed.

You can jump a gap, but not too often.

To prevent drowning in the sewer, use a makeshift lifebelt.

Use something to unblock the barrel of the Uzi.

Use the long fusewire to open the electronic door.

You can't walk on broken glass so move it.

Use something more powerful than the Uzi to shoot at the helicopter.



IMPACT played by Barbara Gibb on a Spectrum

You will need to enter the mine before you can go down into the pit at the garage. The dog will appear if you have the bone, and you can SEND DOG W so that he buries it behind the door thereby levelling the mound, the door will now swing open.

BEGINNING OF THE END - Pt1 played by Barbara Gibb on a Spectrum

You will need to keep the clock, microchip and one other item in the container which you should only open when in a green zone. Push the trampoline until it is under the trapdoor. Now stand on it and go up to meet the wizard. You will need a couple of potions for the "fish" problem - help it towards the pool and you will find you can now get an important item.

DARK SEED played by Neil Shipman on a PC

To trigger the meeting with your neighbour Dalbert, buy a bottle of scotch from Klug on Day 1.

In the library search the floor in front of the desk very carefully to pinpoint something useful.

Tie the rope to the gargoyle to provide an alternative way to the front door for getting in and out of the house.

When thrown in jail on Day 2, make sure you hide the money, gloves and bobby pin under the pillow.

DESERT ISLAND played by Jenny Perry on a C64

Tie the rope to the harpoon and fire it to get over the boulder.

Look closely at the notice-board before venturing into the jungle.



DUNE played by Harold Dixon on an Amiga A1200

It pays to keep an eye on your workers, and update their equipment. If you move one set of workers to another site sometimes they won't fit together, and you have a strike on your hands; split them up and work will continue, or sometimes a change of troop occupation works - rice harvesters and training soldiers seem to work together okay. Watch out the area is well prospected, harvesters available and move prospectors about when their job is done - no point in idle workers. If the spice yield gets too low it may pay to move to another site.

SOLVALDOL-X played by Jonathan Scott on a 128K Spectrum

At the back of the warehouse, search the rubbish to find a door.

Fire your blaster at the gunman outside the Cafe Herculas.

Follow the black swoop's movements to a T. Bang into it when you're near enough.

Don't shoot Rita Drass when you're in her office - fight her,

Throw the grenade at the Iris in the tunnel (on the asteroid).

STARFLIGHT played by Dorothy Millard on a C64

To get past the furniture blocking your descent you need the disrupter. ROTATE CYLINDERS on the disrupter then DROP DISRUPTER. Now go North and wait for it to atomize everything in the vicinity.

DUNGEON MASTER played by Mary Scott-Parker on an Amiga

LEVELS

There are four doors in the big room. Going clockwise, the first room is the pit room. Here are flying snakes... oh, you already know about them! I haven't discovered a pattern to the opening and shutting of the pits, but that's not to say there isn't one. I've found the best plan is to make your way to the door on the right, via the right hand side, just keep backtracking and side stepping until the way ahead is clear. The only route to the left door seems to be sticking to the left hand wall, backtracking and going forwards until all the pits close... choose a day when you're not in a hurry. Sometimes the way clears right away and other times it takes ages. I think it's if there's an R in the month. (*So good luck this month* Ed.) When you leave the pit room by the left hand path, turn left and a wall can be walked through. I think there's a drumstick there. Once through the wall, turn left again and walk through the water fountain at the end of the passage, but beware, there's a snake in there.

Through the next door the room seems never ending. Follow the right hand wall until you see a button. Press it and return to the door, then follow the right hand wall until the far wall appears and there is an entrance to the right.

The next room is fairly straightforward, just blast a couple of doors.

The last room has the teleporters. The sequence from the blue mist is RIGHT, BACK, FORWARD, LEFT, RIGHT, BACK.

LEVEL 6

To enter Level 6 and solve the puzzles in the Riddle Room you need the MIRROR OF OAWN (there's one in the blue mist room), a BLUE GEM, a GOLD COIN and a BOW. Placing three objects in the alcoves will open the door and a fourth object will put a key in the alcove next to the door.

In the big room with the skeletons, freeze a group of them on the wall opening spot and then nip quickly in while the wall is open. Where it says "Test your Strength" let your strongest person throw an object down the corridor. If it is not teleported back, then the door further on has opened.

At the room with the intermittent blue mist in front of the door, first, time a Zo spell to miss the mist and open the door and then drop excess baggage, chests, etc. to lighten the load and time two forward steps to coincide with a gap in the mist, pause and do the same again until the end room is gained.

Drop the Ra key beside the Ra door on Level 7 and proceed to Level 8.

PERSEUS & ANDROMEDA played by Jenny Perry on a C64

Pray on the altar. Wear the winged sandals, pray by the pedestals, get on them and wait.

PROJECT VOLCANO played by Anon on an Amstrad

Fish to get some rubber boots. Unscrew the grille. Shoot the droids. Read the plan. Get the pass. Get the decagon. Get the septagon. The pliers are useful. Exam the pistol.

LURE OF THE TEMPTRESS as played by Peter Clark on an Atari

Examine the apparatus carefully and you will find a tap and a burner. Use the Tinderbox on the burner and wait until the vessel on the right has filled up with liquid then use the flask on the tap. Now get out of there quickly before a Skori arrives!

Go quickly to Weregate and drink the contents of the flask. Now go to Middle Street and talk to the guard. Enter the Town Hall and talk to either of the Skori guards to release Goewin. Make sure that you talk to Goewin before she leaves the Town Hall and don't hang around yourself as the spell will quickly wear off.

Go to Apothecary Lane and wait for the spell to wear off. If the shop is closed, wait for Geowin. If not go inside the shop and talk to her.

Go to Blackfriars Row and look at the poster outside the Monks Lodge. Find Mallin (try the Castle Gates). Talk to him (use Option 3) and he gives you a book. Go to Blackfriars Row and enter the Monks Lodge. Give the book to the thin Monk, Toby. He will give you a statue. Talk to Toby and ask him to help you defeat Selina (Option 2). He will tell you about a dragon. If you talk to him again you will learn about the Weregate.

Go to Apothecary Lane and enter the shop. Talk to Goewin and ask her for an infusion of herbs (Option 2). Ask for Houndstooth Cowbane and Elecampane (Option 1).

Go to Smithy Street and enter the Forge. Talk to Catriona, the old woman in the rocking chair. Ask her for the Cowbane. Go outside and get the Cowbane, the blue flower. Now return to Goewin's shop. Talk to her and she gives you a potion. Go to the Severed Arms and talk to Ulter, the man drinking. Talk to him again and he will let you have the gargoyle names.

Go to the Weregate and talk to either of the gargoyles. Now find Goewin and talk to her. Go back to the Weregate and wait for Goewin to arrive. Talk to her and enter the caves..... **NOW SAVE THE GAME!**

(Many thanks for the above, Peter. It is very much appreciated, and when you have some more hints I will be delighted to print them....Barbara)

MIGHT & MAGIC 3 - Part 5 of an Adventurer's Guide played by Ron Rainbird on an Amiga 500 (1 meg.)

16. I understand that somewhere in the game is a Magical Transport Box, which can take you to most locations instantly. I never found it! (*If anyone has, please let me know—Ed.*)
17. Map locations of Dungeons are as follows:

Ancient Temple of Moo Area A1 - Ref. X6 Y5
Cathedral of Carnage Area B3 - Ref. X9 Y7
Dark Warrior Keep Area B3 - Ref. X0 Y6
Fortress of Fear Area B2 - Ref. X10 Y13
Halls of Insanity Area A3 - Ref. X6 Y6
Maze From Hell Area F3 - Ref. X8 Y6
Slithercult Stronghold Area B1 - Ref. X3 Y1
Tomb of Terror Area F2 - ref. X0 Y0

(to be continued)

A walk through THE BOUNTY HUNTER as played on the Spectrum

written by the author, Jack Lockerby

(It is available from Zenobi Software on a compilation tape with five other adventures)

Part Five (of Seven)

Just a little way north was FELTARSH BOG and here a huge Fell Beast swooped down to pick up a fallen trunk, nearly knocking me over in the process. The trunks were hollow so I crawled into one and moments later I felt a jolt and was carried upwards. The trunk was dropped with a thud and I crawled out to find myself in a nest made out of tree trunks. The Fell Beast returned and I pushed a trunk out of the nest and just as the Beast soared down to retrieve it, I made a grab at its claw and was carried down to FELL HOLLOW. I must add that I had to do this little exercise several times before I landed in Fall Hollow as the Beast kept depositing me back in the Bog! However, I soon found a cave with another VIROID inside. Killing this one brought the total up to 10.

I could not find any adt from Fall Hollow so had to fall back on my teleport system once more. This time I decided to take a look at SEVEN STONES SPRINGS 27/35. Here there was a pool of hot water with a statue in the centre holding an object. There were 7 stones leading to the statue but at the moment they were just below the surface of the water and I hesitated to walk across them in case I burned my feet. Suddenly a lumbering Hornbeast appeared, standing carefully at the edge as it took sips of water. I peeled the Yellowpod and dropped the skin, the Hornbeast slipped on the skin and fell into the hot water. There was such a splash that a huge quantity of water splashed over the edge and after the Hornbeast struggled out I saw that the surface of the stones were just above the water making it safe for me to walk across and take the object from the statue. This turned out to be a viewing stick, some sort of a telescope I think. Just the thing for using at Tutt Clumps a little later!

I then headed south to clear FIRE SPIT MOUNTAIN and then east I came to a small gorge leading north-east but as I tried to go further up the gorge a swarm of Moonbats flew out of a hole and drove me back. I think the Baby Weaver might settle their hash a little later on. Once back out of the gorge I studied the map and could see the outline of a little door just around the corner from the gorge. I found that the door was made of stone and that it was exceedingly hot!

I couldn't do much about the door at that moment so I headed off through the ASHLANDS towards the ORGH DEPRESSION. Here my compass went haywire so I had to put it in the lead pot to protect it from external forces. It seemed quite happy in its new home and started to act normal once again. I soon found the wreck of a spaceship and inside I killed VIROID number 11.

I teleported to SOLJER FORD 19/28, headed east and then north for TUTT CLUMPS. There I inserted the viewing stick into the hole in the cross and looked through the stick. A certain tree in TOOTH SPINNEY was highlighted. I travelled north to the SPINNEY and soon found the designated tree. Up the tree I found yet another VIROID which I killed with my pulser (12).

(to be continued)

KARTOON-KLUES!

THIS MONTH: "ROBOGOD"

DRAWN AND CREATED
BY: "KRAZY" KEZ-6.

Hi Ma!

STRE-E-A-T-CH!



HEADBUTT THESE
BOXES TO REVEAL
A MYSTERY PRIZE.
BE CAREFUL THO'
AS SOME PRIZES
WILL HINDER -
RATHER THAN HELP!



DON'T
TRY
PICKING
ME
UP!



BY JUMPING UP
AND PUSHING THE
JOY STICK DOWN
YOU CAN KILL
BAD GUYS!



PICK
UP
THESE
TO
FLY!!



PICKING UP
GOLDSTARS
INCREASES
YOUR
INVULNERABILITY!

BE CAREFUL!
IF YOU GO
HEADBUTTING
THESE A BAD
GUY USUALLY
APPEARS...

(* BUT NOT ALWAYS).



...THING IS
-YOU NEVER
KNOW WHICH
KIND....

RHANKS
GIVE YOU
AN EXTRA
LIFE!



KEEP YOUR
EYES OPEN
FOR SECRET
ROOMS... THERE'S
QUITE
A FEW....



PICK UP ALL THE GIANT
PENGUINS ON CERTAIN
SCREENS TO LIGHT THE
EXITS UP - SO YOU CAN
LEAVE THE SCREEN!

EXIT

...IF ANYONE OUT THERE HAS
GOT A MAP OF THIS GAME - COULD YOU
PLEASE SEND IT TO "KEZ" AT "21
CENTRAL AVE, ORFORD, WARRINGTON,
WA2 8AJ" - I'M A BIT "TIED-UP"....

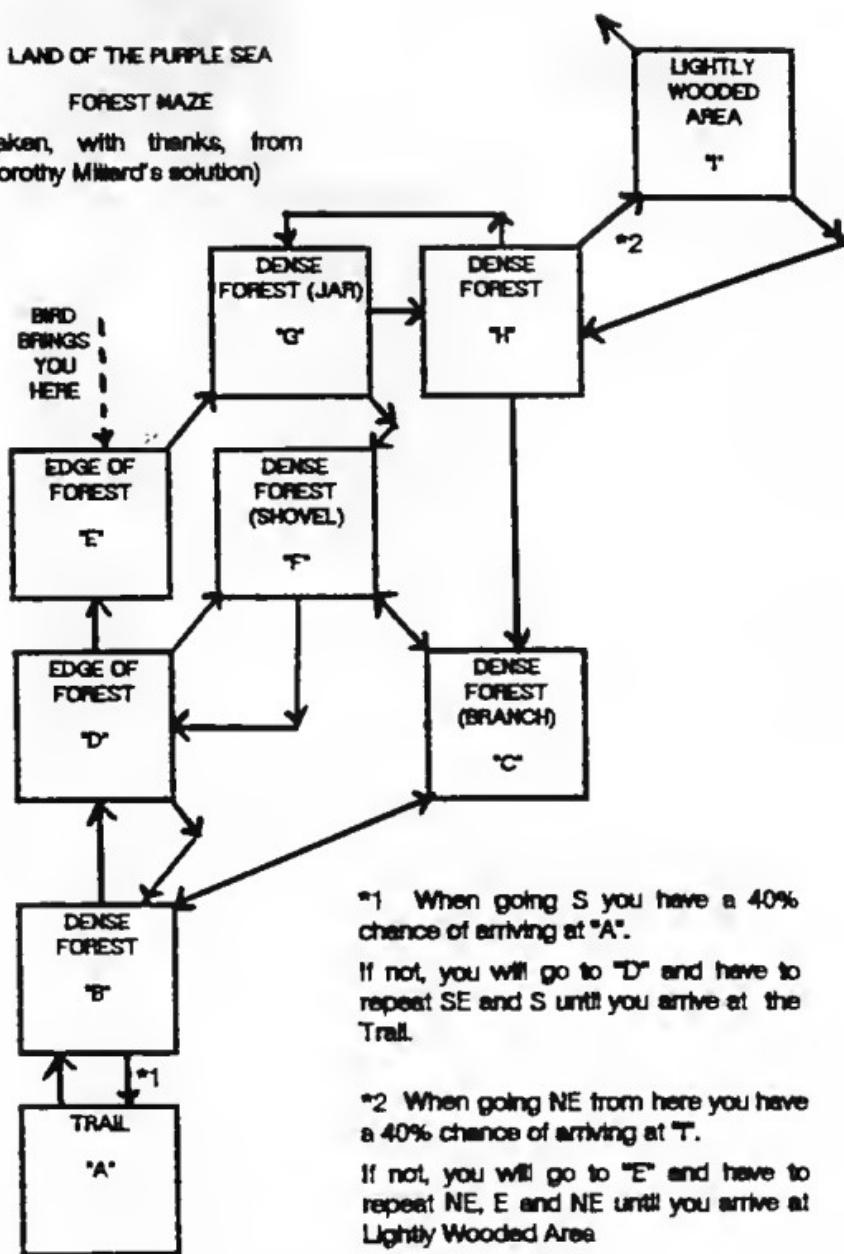


NINJA
WOLF

LAND OF THE PURPLE SEA

FOREST MAZE

(taken, with thanks, from Dorothy Miller's solution)



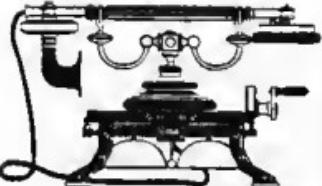
*1 When going S you have a 40% chance of arriving at "A".

If not, you will go to "D" and have to repeat SE and S until you arrive at the Trail.

*2 When going NE from here you have a 40% chance of arriving at T.

If not, you will go to "E" and have to repeat NE, E and NE until you arrive at Lightly Wooded Area.

TELEPHONE HELPLINE



DOREEN BARDON

0653 628509 MON - FRI 6pm-10pm Spectrum
Weekends - any reasonable time

JOAN PANCOTT

0305 784155 SUN - SAT 1pm - 10pm Various

ISLA DONALDSON

041 9540602 SUN - SAT Noon - 12pm Amstrad

BARBARA BASSINGTHWAIGHTE

0935 26174 SUN - SAT 10em-10pm Spectrum & BBC

BARBARA GIBB

051 7226731 Afternoon & Evening Various

DAVE BARKER

071 7321513 Mon-Fri 7pm - 10 pm Various

VINCE BARKER

0642 780076 Any reasonable time C64

(In abeyance until further notice)

MANDY RODRIGUES

0492 877305 Mon-Fri 10am - 9pm Various

SHARON HARWOOD

0702 611321 Any day 10am - 7pm Spectrum

LES MITCHELL

0482 445438 Any reasonable time Amstrad,
Commodore, Spectrum

GRIMWOLD

0626 853254 Any reasonable time but not after 10pm
Amstrad

(Simon Avery)

THE ULTIMATE INFOCOM HELPLINE

If you need help with an Infocom adventure then who better to help you than A GRUE!

Ring GRUE on 0695 573141 between 7.30pm and 9.00pm Monday-Friday

Or write to 64 COUNTY ROAD, ORMSKIRK, WEST LANCS. L39 1OH

ADVENTURE PROBE

Telephone 051 7226731 Afternoons and Evenings

or write to: The Editor, 52 Burford Road, Liverpool L16 6AQ

PLEASE MAKE SURE YOU ONLY RING AT THE TIMES SHOWN